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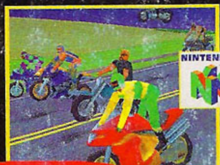
STAR WARS EPISODE I RACER

Croc 2

Road Rash 64



GamePro Readers Speak!

GamePro Readers' Choice Award

1989 10 YEARS 1999

GAMEPRO

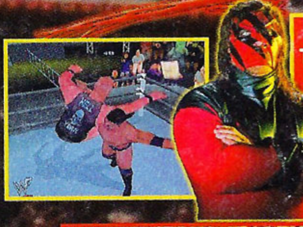
ISSUE 130

WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

PlayStation • Nintendo 64 • Dreamcast • PlayStation 2 • Arcade • PC • Online

WWF ATTITUDE

Blowout Preview!



EXCLUSIVE: The Fighter's Edge Strategy for the Top 10 WWF Superstars!

TEKKEN TAG TOURNAMENT

Arcade

OVER 50 GAMES!

- Tony Hawk's Pro Skater
- Madden NFL 2000 • NHL 2000
- NFL Blitz 2000 • Power Stone
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- Star Ocean: The Second Story

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PC GAMEPRO

- Midtown Madness
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HYDRO THUNDER PROSTRATEGY

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Requires Dual Shock™ analog controller.*

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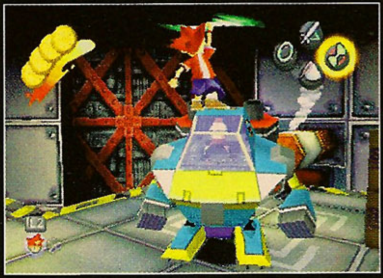

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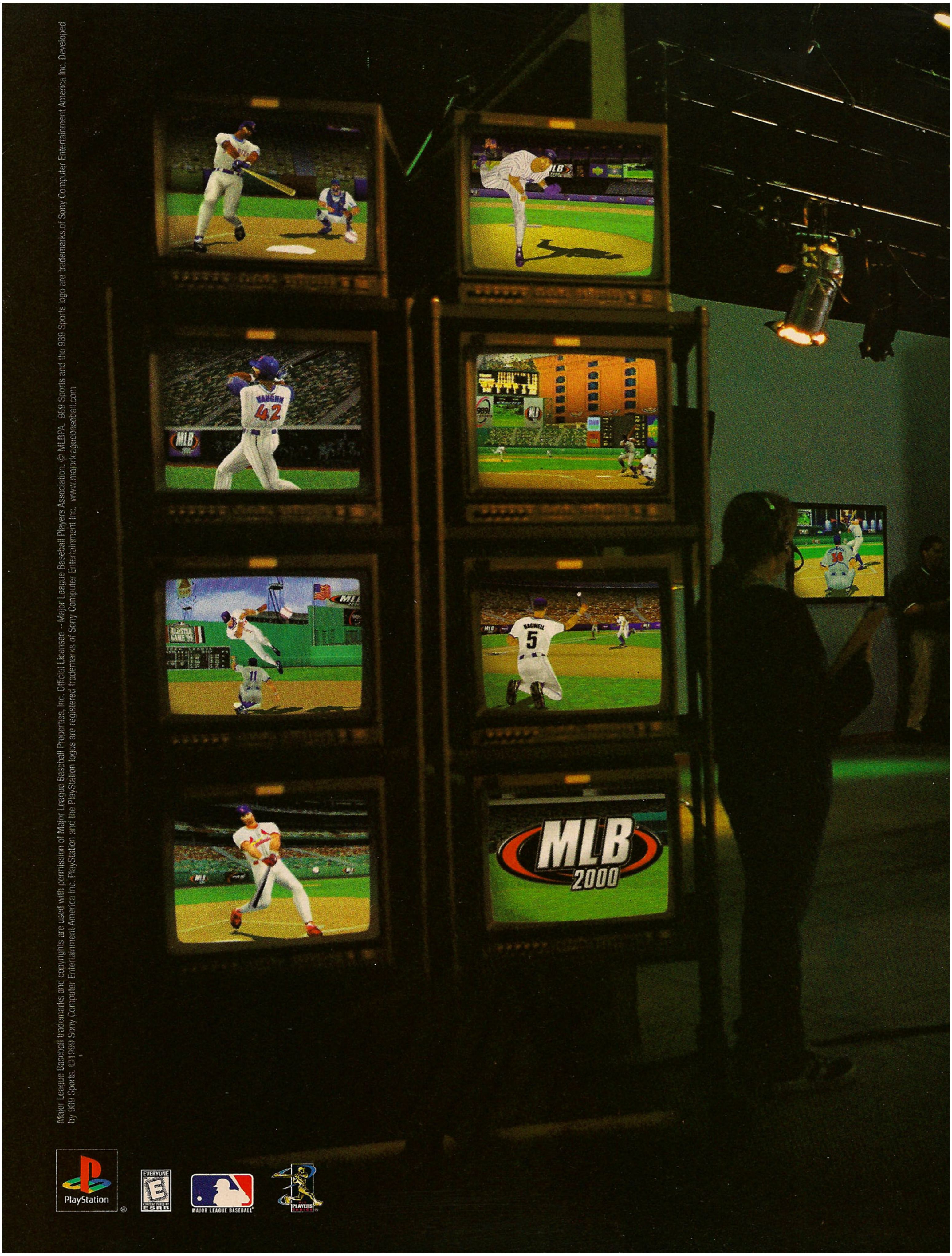
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MLB 2000
PlayStation
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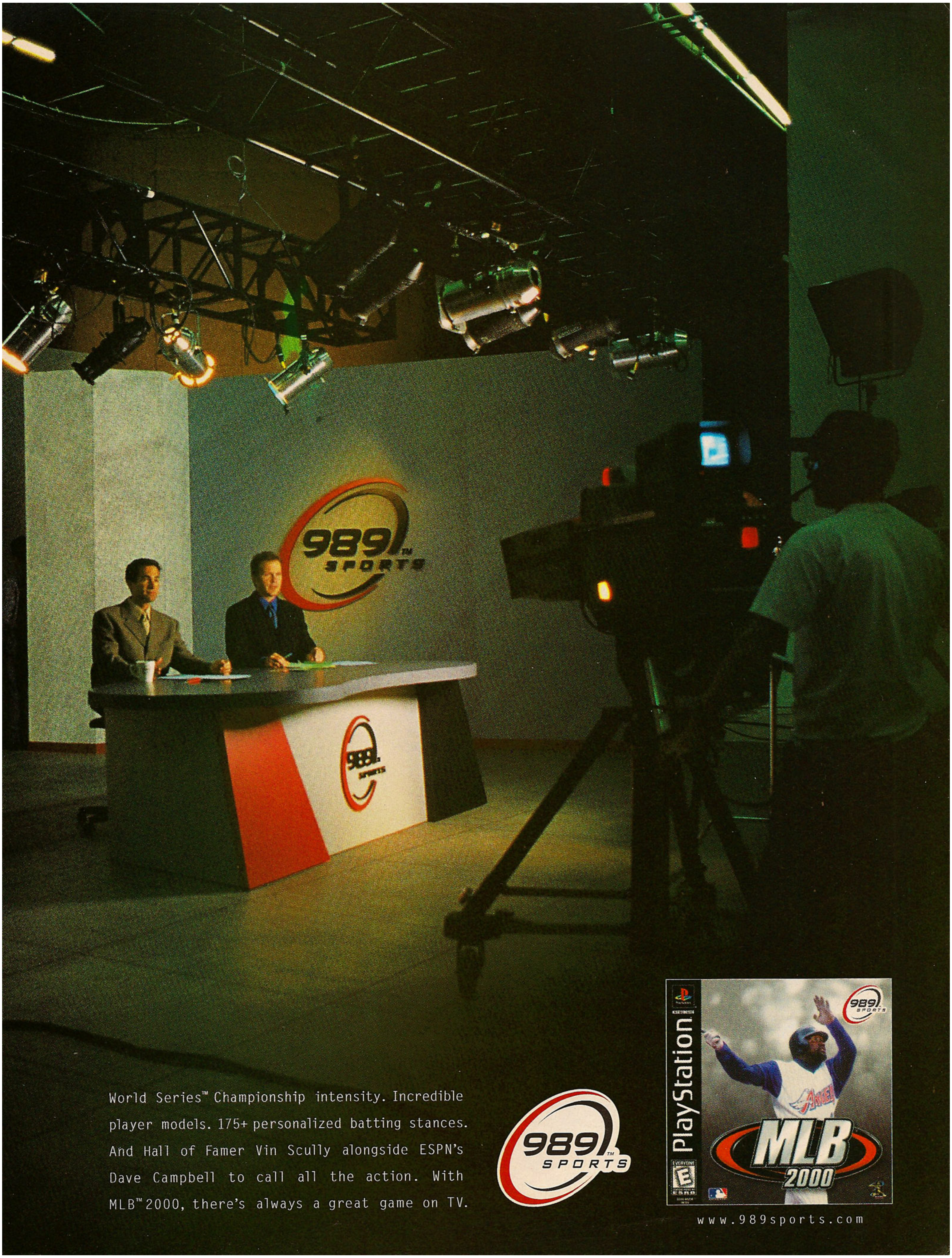
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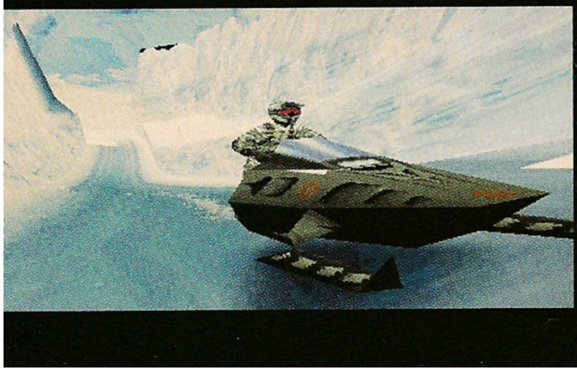

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PlayStation®

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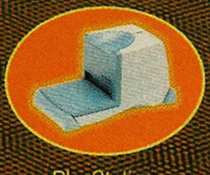

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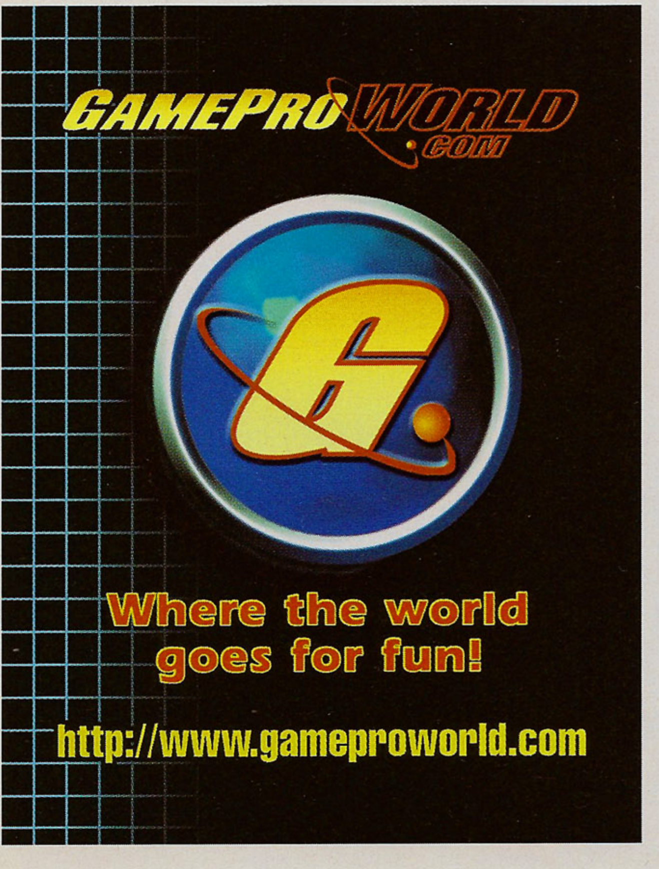

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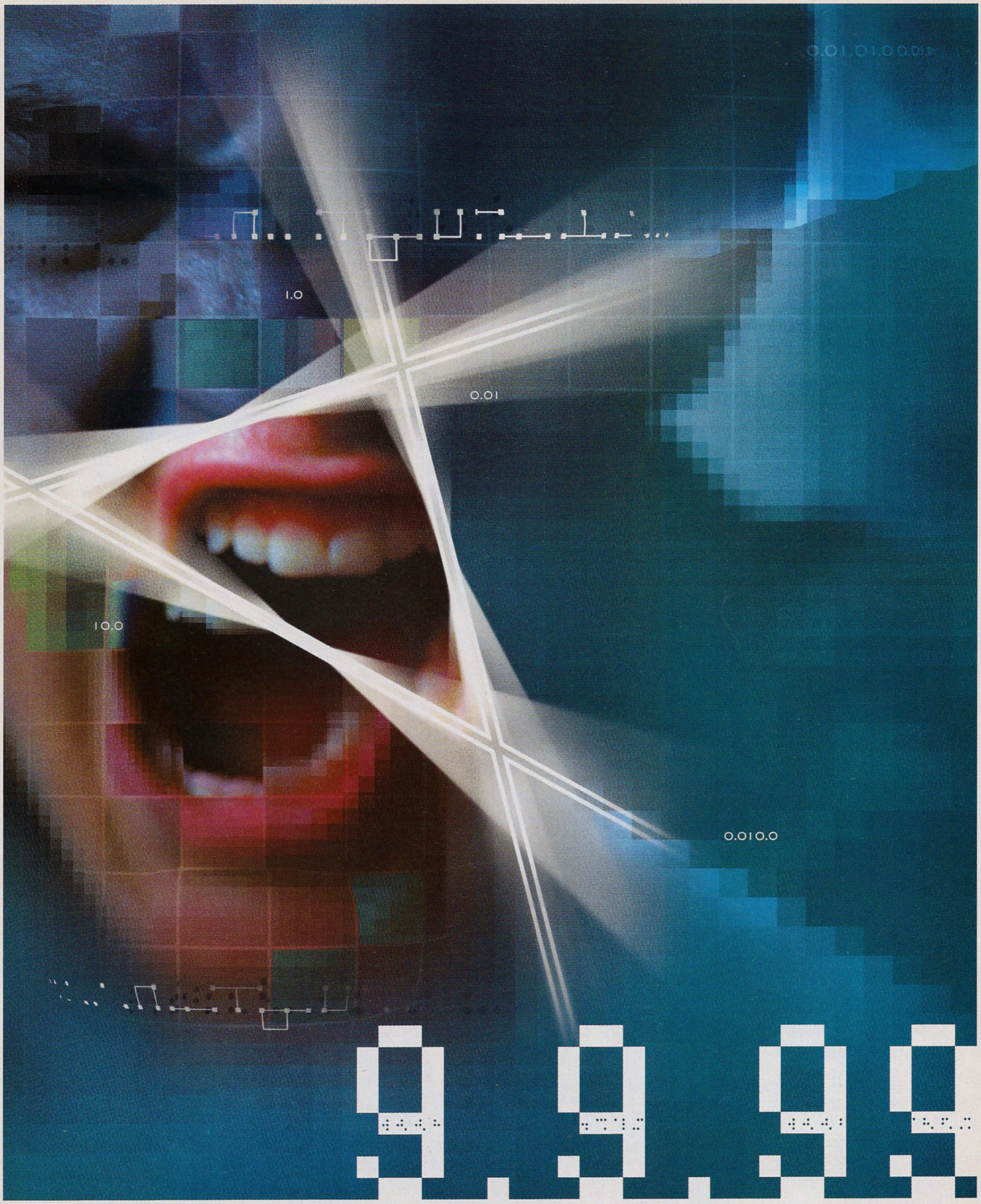

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ARTIFICIAL INTELLIGENCE HINT>

YOU KNOW IT'S ALIVE. WORSE,
IT KNOWS IT'S ALIVE.

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it's thinking

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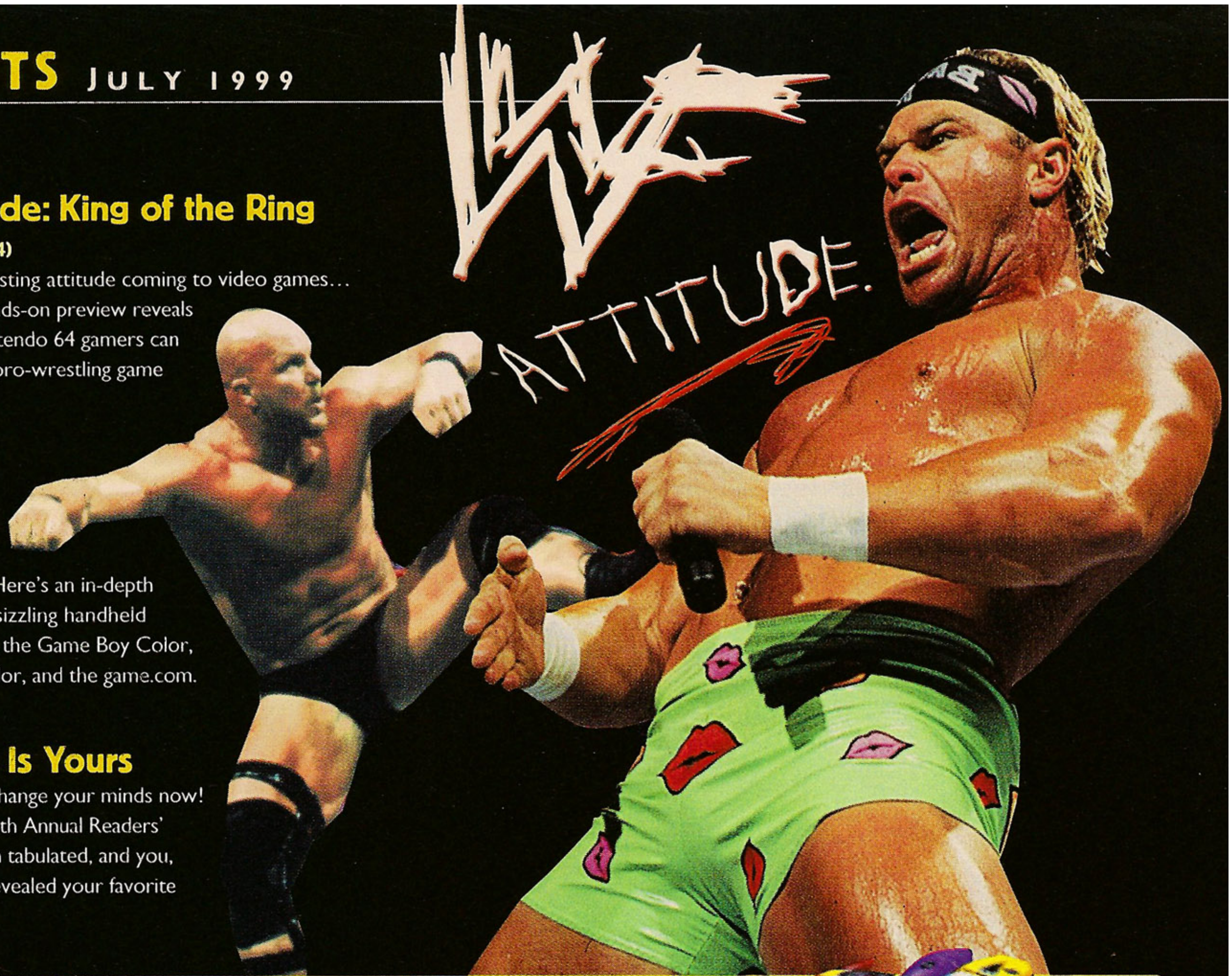
(PlayStation, Nintendo 64)
There's a load of butt-busting attitude coming to video games... WWF Attitude! This hands-on preview reveals what PlayStation and Nintendo 64 gamers can expect from the hottest pro-wrestling game this season.



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112 **WWF Attitude (PlayStation, Nintendo 64)**
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Cover art courtesy of Acclaim Sports

A Jedi Knight must
remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.
STAR WARS
EPISODE I
THE PHANTOM MENACE

What are you doing here?
How can I reach the hangar?
Excuse me, but I must be going.

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TEEN T CONTENT RATED BY ESRB

PC CD

PlayStation

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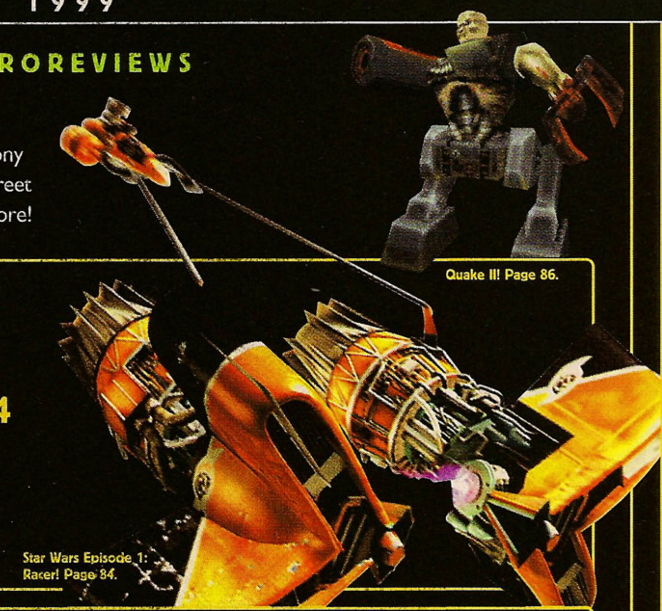
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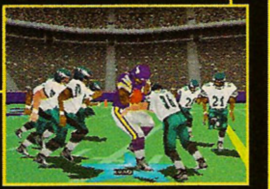
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ANY DOOMED VIDEO-GAME
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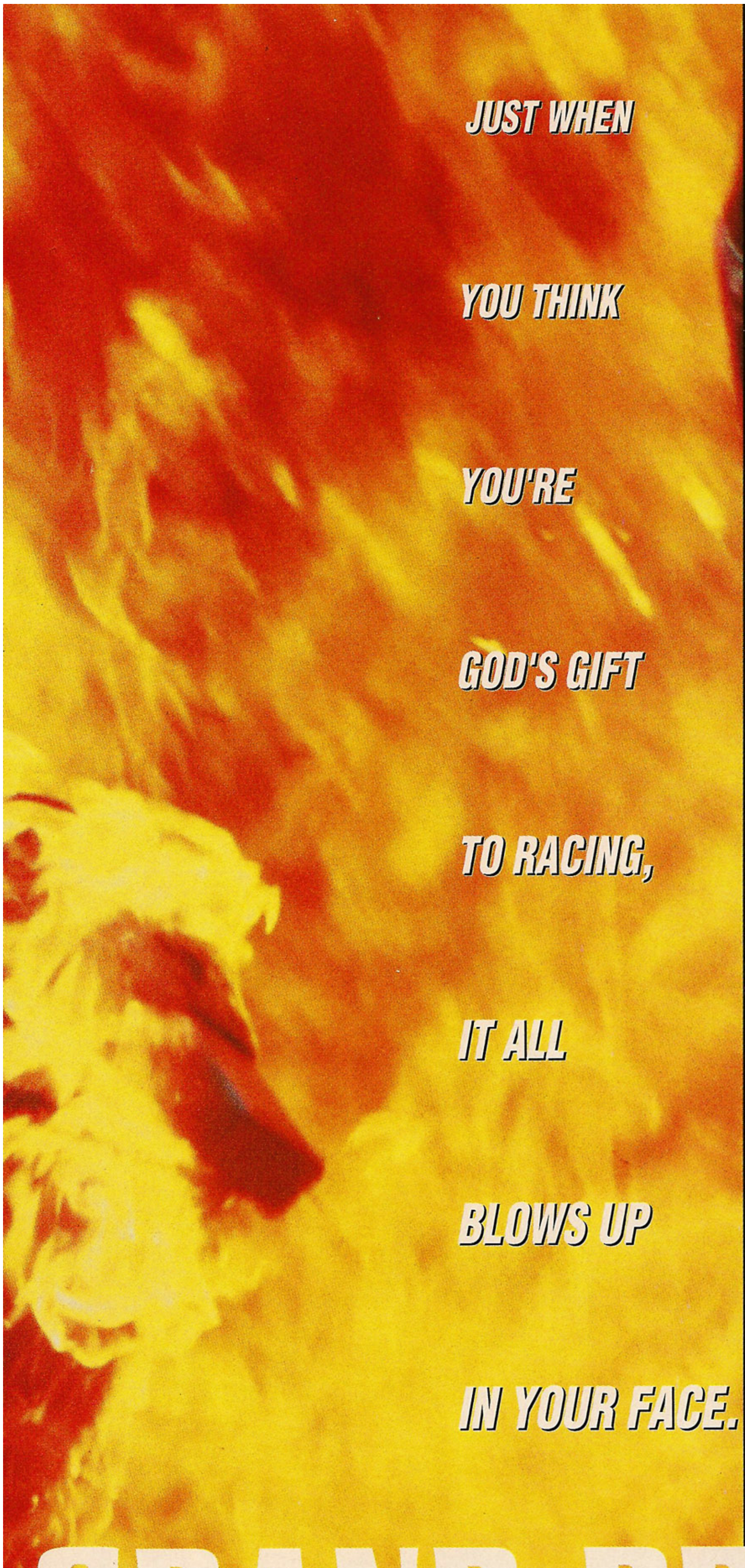
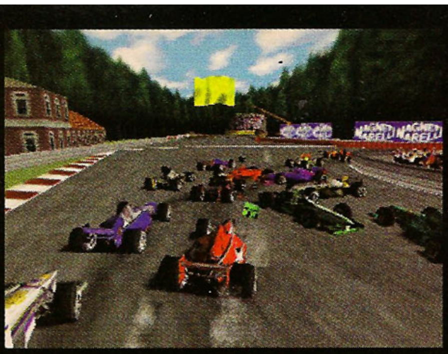
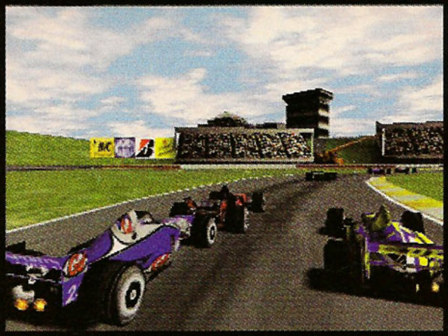
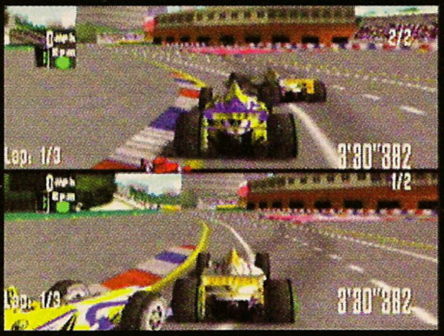

JUST WHEN
YOU THINK
YOU'RE
GOD'S GIFT
TO RACING,
IT ALL
BLOWS UP
IN YOUR FACE.



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Lap: 1/3
3'30"382
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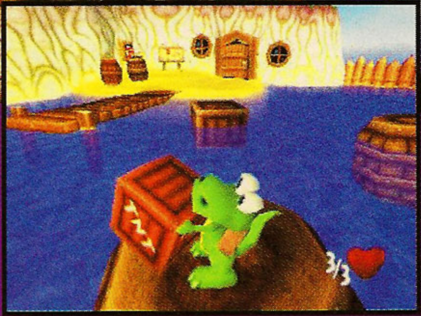
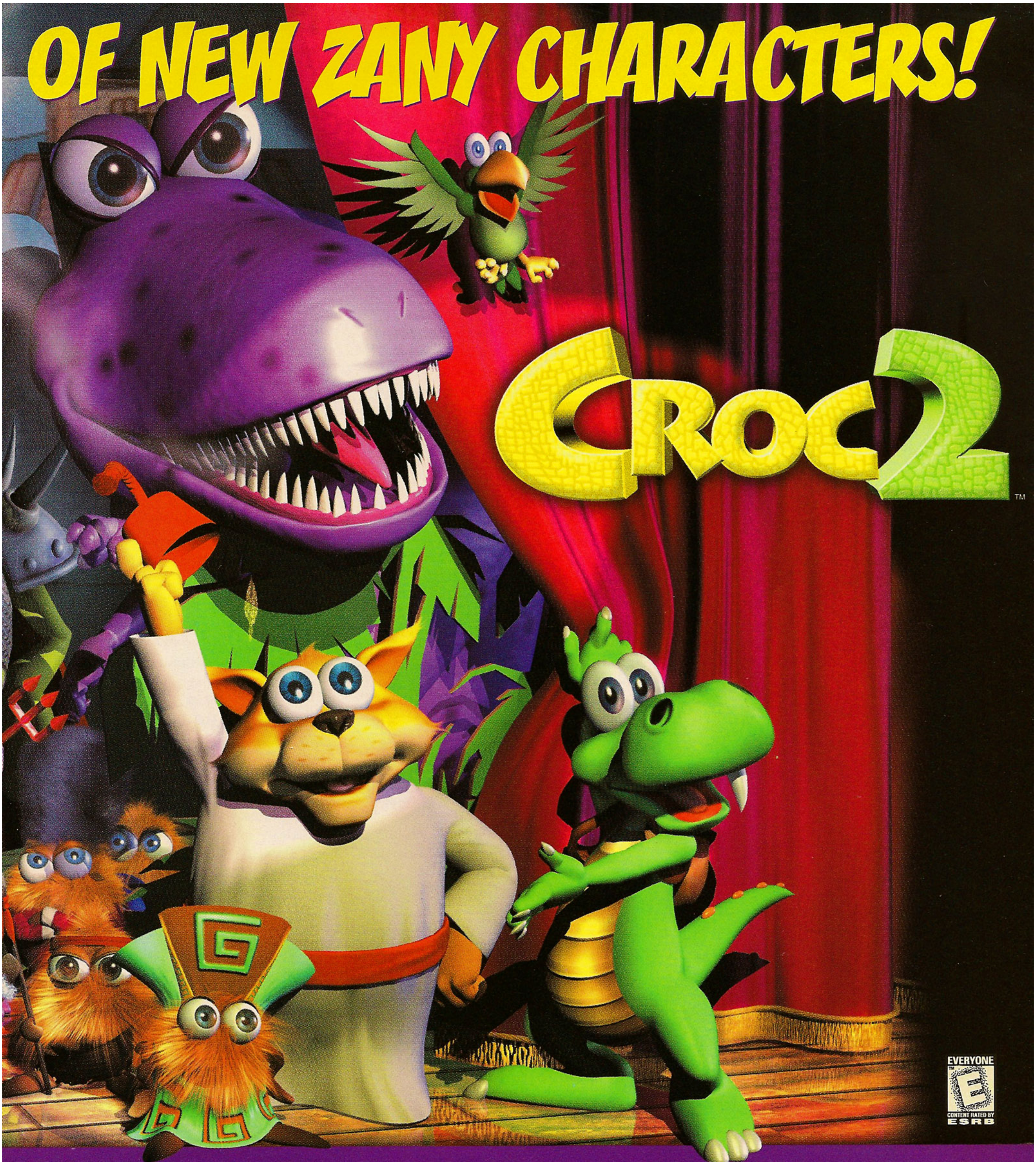
CROC'S BACK WITH A BUNCH

Croc races into action in a go-kart, hang glider, speedboat, mine cart and a hot air balloon!

Croc hurries along pathways, and scurries below them.



Croc picks up and throws objects to discover hidden clues!



Croc's back in an exciting new adventure as he searches for his long lost parents. But the search soon becomes a showdown as Croc's archenemy, Baron Dante, is magically resurrected by his evil Dantinis. Join Croc's journey as he explores over 40 levels within four Gobbo tribe villages, each packed with unique Gobbos, mischievous monsters, and tons of fun!

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HEAD2HEAD

EDITOR-IN-CHIEF'S LETTER

Only a Game

Recent events compel us to confront the problem of violence in our society, especially violence done to young people. For those of us who read *GamePro* magazine, this is particularly sad given that the average age of our readers is between 16 and 17.

The kids who lost their lives are our friends, our brothers and sisters, our children; they are indeed "us."

So, we must ask the question, "Why?" And as we seek out the answers, many theories come forward. Some of these focus on violence in video games. But to say that a video game compels us to commit violent acts is misguided, for we are each responsible for our actions.

To examine the violent content in video games, however, is the responsibility of everyone involved with games from designers and publishers to *GamePro* editors and you, the GamePros. Some games contain violent content, we all know that. But we must rely on our personal judgement to rule how we react to such content. That's as basic as knowing right from wrong.

Ultimately, we decide what games we will purchase. Ultimately, we decide how we will play with those games. And when the game's over and our game systems are powered down, ultimately we decide how we will act toward others. If we are responsible for showing younger children how to act, then ultimately we must decide how we will guide their video gameplaying.

GamePro, as always, endeavors to present the information you need to make informed buying decisions. We tell you if a game contains violent activities, and, of course, we relay the ESRB (Entertainment Software Rating Board) ratings, which are also displayed prominently on the box of every video game you purchase.

The editors of *GamePro* think you GamePros know this. We think you know how to monitor game content and realize that the majority of video games do not ask us to shoot to thrill. For example, only two games in this issue of *GamePro* are first-person perspective shooters.

We also think you understand the difference between right and wrong and between fantasy and reality. But we ask you now to make a commitment to help those who, for whatever reasons, may be struggling with such issues. Who might need help?

- ▸ Anyone who looks to video games for ways to resolve personal problems needs help.
- ▸ Anyone who believes an activity in a video game justifies doing harm to other people needs help.

In this constantly changing society, now more than ever, we must look out for each other. If you know someone who is having problems, they need someone to talk to. If not you, then refer them to a responsible adult or an organization with the expertise to help. The Boys Town National Hotline (800/448-3000) is one such organization (for more information, see page 33).

Life can lead any of us to potentially dark pathways, and sometimes it's difficult to decide not to travel down them—particularly if we feel all alone.

Knowledge, it is often said, is power. Let's use ours for good.

Sincerely,
Wes Nihei
Editor-in-Chief

WRESTLING: THAT WOULD EXPLAIN THE CONFUSION

I'm confused. Doesn't THQ have the WWF license now? If so, why is Acclaim making WWF Attitude? Also, the WCW is supposed to have an agreement with EA Sports. What's up with that?

▸ Alex Topiler via Internet

Acclaim currently owns the rights to the WWF license, but its last WWF game will be Attitude. At the end of 1999, THQ takes back the WWF license (which it owned previously). In turn, at that time, THQ will lose the WCW license to EA Sports (even though wrestling is *not* a sport), which is consequently making WCW Mayhem. Now do you smell what these guys are cooking?

IM-PEACHED

I remember playing Super Mario Bros. on my NES and rescuing "Princess Toadstool." A little after that, Super Mario 3 arrived–and that's where my problem began. After beating the first castle, I received a note from Princess "Peach" Toadstool. Skip ahead to Super Mario World for the SNES, and now I'm rescuing a princess called "Peach." With Super Mario 64, Mario Kart 64, and Mario Party, she's also just "Peach"! Why did Nintendo change the princess's name?

▸ Scott Ramsoomair
Waterloo, Ontario, Canada

Princess Peach Toadstool is the name of all the princesses you've named above. The reason the name changes between games is due to a translation difficulty. Mario impresarios know that Princess Toadstool is the royal name, but Mario and friends often refer to her simply as "Peach" in the games. By the way, contrary to popular belief, Peach was not the damsel in distress in Donkey Kong. That was Mario Mario's (his real name) first girlfriend, Pauline. Remember, if you ain't a Mario player, then you're just a player-hater.

ONE ANSWER

I have one question: Is Nintendo going to make Donkey Kong Country?

▸ Josh Lawson
Indianapolis, Indiana

Nintendo already did. If what you're asking in your backwoods Hoosier way is "Will Nintendo make Donkey Kong for the Nintendo 64?," we have one answer: Yes.

SPY-PRO

How about an article that compares the espionage games, GoldenEye 007, Syphon Filter, and Metal Gear Solid. Also, I think that when you preview a game, you should rate it. We rely on *GamePro* to check out games for us.

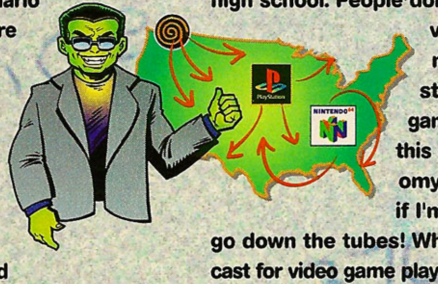
▸ Peter Howard via Internet

If you can't figure out the difference between the words "preview" and "review," it's unlikely you'll understand the fine points of "espionage." A preview is a preliminary look at a game that's not finished—so it would be impossible (and quite unfair) to rate it. A review, on the other hand, is an objective look at a finished game for which you may actually be paying your hard-earned cash.

SCARY'S KIDS

Hey, Scary Larry, I'm having a problem. I feel dumb talking about video games at my high school. People don't play that many video games anymore–but I won't stand for it. Video games are the basis of this great nation's economy, and I'll be darned if I'm going to let it all go down the tubes! What do you see forecast for video game playing in the year 2000?

▸ Tim "The Gamer" Lehman via Internet



Hey, Tim...are you sure that playing video games is the problem? Getting on a soapbox and declaring that you'll fight for video game rights is actually pretty dweebish—and not *Dumb and Dumber* cartoony dweebish, but *Taxi Driver* mohawk-gone-nasty dweebish. As for the forecast, I see showers of great games followed by a low-front of crappy games, leading to gales and confusion. Tomorrow looks sunny though.

TAKE A DEEP BREATH AND SHUT UP

My opinion of Sega is "You suck!" Sega may be the first to hit the market with new technology, but it always get kicked by Nintendo (and now Sony). Only a few weirdoes will adopt its system. You guys should change your title to: "*GamePro*: World's Largest Multiplatform Gaming Magazine–Except for Sega."

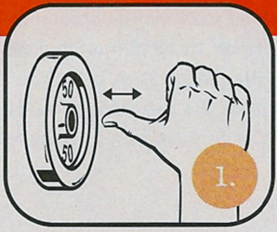
▸ Edward Espinal via Internet

Are you done spouting all that bile and contempt? Have you ever in your sad, pathetic life even played a Dreamcast game?

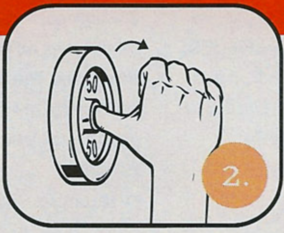
Now you know how Sega feels. Just because some people (like you) won't give Sega a chance

Respected coach and video gameologist Tom "The Thumb" Blake says serious players hit the weight room before they hit the rumpus room. That's why Coach Blake recommends

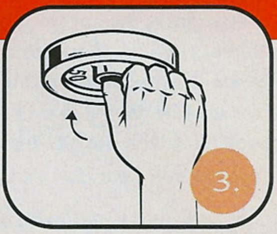
Thumb Weight Training.



Insert thumb into hole in weight. Never work without a spotter. Carelessness can lead to needless injuries.



Holding your hand upright, lift your thumb towards the sky. Be sure to exhale. Remember, weightlifting is 53% physical, 26.84% mental and 20.16% breathing.



Extend your thumb fully. You should feel it all the way down into your palm. If your larynx starts to hurt, you're not extending properly. Return to the one position and repeat.

GAME BOY COLOR
Pokémon PINBALL
INCLUDES RUMBLE FEATURE
EVERYONE
E
Nintendo

For a more extreme thumb workout, Coach Blake suggests heading to Target and grabbing *Pokémon Pinball* with Rumble Feature for only

$34.99

Available June 30.
Date subject to change.

Coach Blake gives these games for your Game Boy two big muscular thumbs up.

Nintendo
GAME BOY
Pokémon
Gotta catch 'em all!
EVERYONE
E
RED VERSION
LINK TO BLUE VERSION TO CATCH ALL 150 MONSTERS
Nintendo

Nintendo
GAME BOY
Pokémon
Gotta catch 'em all!
EVERYONE
E
BLUE VERSION
LINK TO RED VERSION TO CATCH ALL 150 MONSTERS
Nintendo

Coach Blake also recommends hustling down to Target and picking up these great games for just

$29.99

Available July 1.
Date subject to change.

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

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doesn't mean its game systems or games are awful. I'll buy a Dreamcast when it comes out (if someone will lend me the money) because I'm a gamer. A true gamer does not get caught up in the politics surrounding a system, but rather in its features and Fun Factor.

Bright Site a Delight

When are you planning to update your Web site. Your site has been a great deal of help, but the games featured there, such as Xenogears, NBA Live '99, Bushido Blade 2, and Armored Core 1 & 2, have been out for a while. So I'd like to know the best time to check back with the site for new info.

▶ Jester the Armored Core Pilot via Internet

Actually, Jester (may I call you Jester?), our Web site has been going through an overhaul while we add more codes and tips, interactivity, contests, and freebies. But by the time you read this, GameProWorld.com should be up and running (as of May 12)!

To DVD or Not to DVD

When I bought a PlayStation, my Dad kept asking why Sony didn't make its CDs compatible with laser discs and/or DVDs. Will Sony one day enable the PlayStation to play laser discs and/or DVDs?

▶ Jai Sadler
Sussex, New Brunswick, Canada

Unfortunately, DVD-ROM technology won't hit consoles until the release of the PlayStation 2 next year. Speculation is that Sony will offer two versions of the unit: one that plays DVD movies and video games, and another that just plays DVD video games. However, there are a couple of games that you can play on your DVD player right now: the original Dragon's Lair (which was followed by Dragon's Lair 2) and Shadoan (created by the genius behind Dragon's Lair), both of which use your remote control as the joystick.

Master Rater

When you rate a game's graphics, do you rate PlayStation games compared to other PlayStation games, or do you compare them to all games including those for the N64? The reason I ask is that no PlayStation game could beat the graphics of an N64 game, yet you give the former some pretty high ratings.

▶ Robin An via Internet

When reviewing a game's graphics, we ask the following three questions:

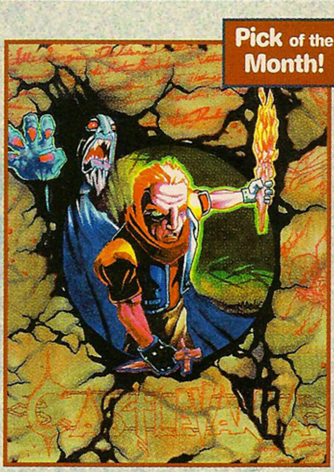
- How do the graphics look overall?
- How do the graphics compare to those of similar games of that type?
- Are the graphics representative of the game system?

If a game appears on the Nintendo 64 and looks far superior to its PlayStation counterpart, we may mention that in a review. However, we would first have to consider how the game's graphics compare to other N64 games. It's not fair to compare the visuals of two games running on two vastly different graphics engines.

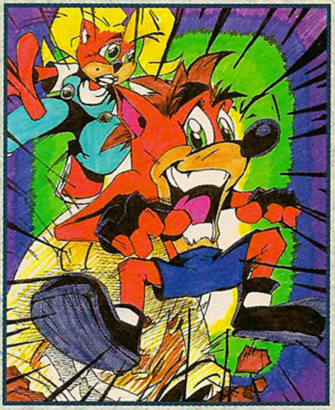
Note: Whoops! We erroneously reported that Fighter Maker (PlayStation) is being developed by ASC Corporation; it is, in fact, being developed by ASCII Corporation. *GamePro* regrets the error and has humiliated those responsible.

Art Attack

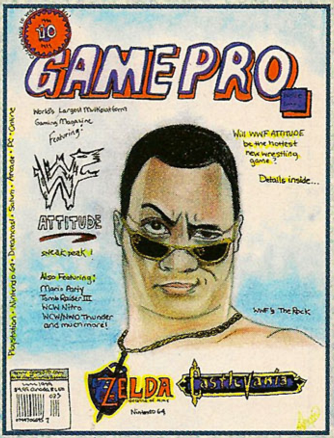
Pick of the Month!



Joe Manic, Toledo, OH



Casville Ferguson, Waterbury, CT



Katrin Owens, Cincinnati, OH

Send Us Your Art!
GamePro magazine
Art Attack
P. O. Box 193709
San Francisco, CA 94119-3709

Winners Receive a Free GamePro T-Shirt!!

All art becomes the property of ***GamePro* magazine.** Sorry, we cannot return artwork.

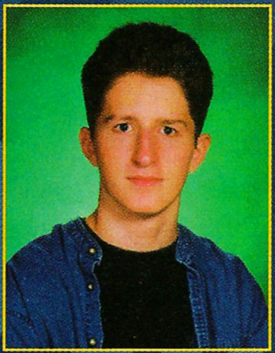
We've Got Mail

We asked a few questions to those subscribers who have patiently stayed with us over our 10-year history. Here's one of the amazing pro-responses we've received!

GamePro Magazine 1989 10 Years 1999 World's Largest Multiplatform Gaming Magazine

Our 100th issue, January 1997

Name: Eric McVinney
Reader since: 1990
Age: 16
Favorite game of the last 10 years: Anything with Final Fantasy
Least favorite game of the last 10 years: Anything with sports
What do you like about *GamePro*? The artwork, tips, previews, and reviews
What sets *GamePro* apart: A great staff and humorous writing that's actually funny
Best *GamePro* moment: Your all-star spectacular 100th issue (January '97)



Tell Us What You Think!
This is your magazine, so tell us what you'd like to see in it. Send your letters to:

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$ BUYERS BEWARE

BY THE WATCH DOG

Whether you're watching fireworks, eating a kilo of cheese with Extreme Ahab for Bastille Day, or just enjoying time off from school (or work), chances are you'll be partying this month. So don't let the following questions bog you down! (Incidentally, this Dog will definitely be doing all of the above, including eating the cheese—yummy!)

SUBMISSIONS

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

Or e-mail us at:

buyers_beware.gamepro@gamepro.com

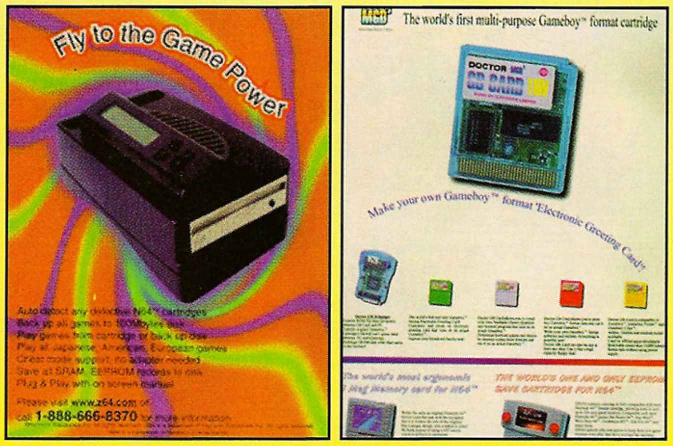
YOU MAKE THE CALL

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer-service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q I noticed in your May issue there are two companies that advertise accessories for the N64 and Game Boy that seem illegal. The Z64 by Harrison Electronics [page 125] and the Doctor GB Card by Bung Enterprises, Ltd. [page 103] can be used to back up games by copying game cartridges onto computer diskettes. But isn't it illegal to copy games?

SAMANTHA MADISON
CASTRO VALLEY, CA



Fly to the Game Power

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Are these advertisements for legitimate accessories or illegal activities?

A The Watch Dog answers: You've made a very keen observation, Samantha. By law, however, a person can legally copy games *if* they intend to use the copy only as a backup. Unfortunately, that is not always the case when dealing with the devices you mentioned, particularly the Doctor GB Card by Bung. Such illegal actions break copyright laws, may damage your console (because the accessories are not licensed), and ultimately cause game companies to lose millions of dollars each year. As a matter of fact, we have ceased to run the Doctor GB Card ad and are currently investigating Harrison's Z64 accessory.

Q Do I run the risk of damaging my Game Boy if I use third-party peripherals that aren't licensed by Nintendo?

POIPOI
VIA INTERNET

A A Nintendo customer service rep replies: "Yes. Whenever you use a peripheral that isn't licensed by Nintendo, whether it's used on the Game Boy or the N64, you run the risk of damaging the console. For the Game Boy in particular, non-licensed accessories that plug into any of the wire portals or that supply power can damage the system. However, accessories such as carrying cases or magnifying windows that don't plug directly into the Game Boy are safe to use."

GAME BOY
Nintendo
GAME BOY COLOR

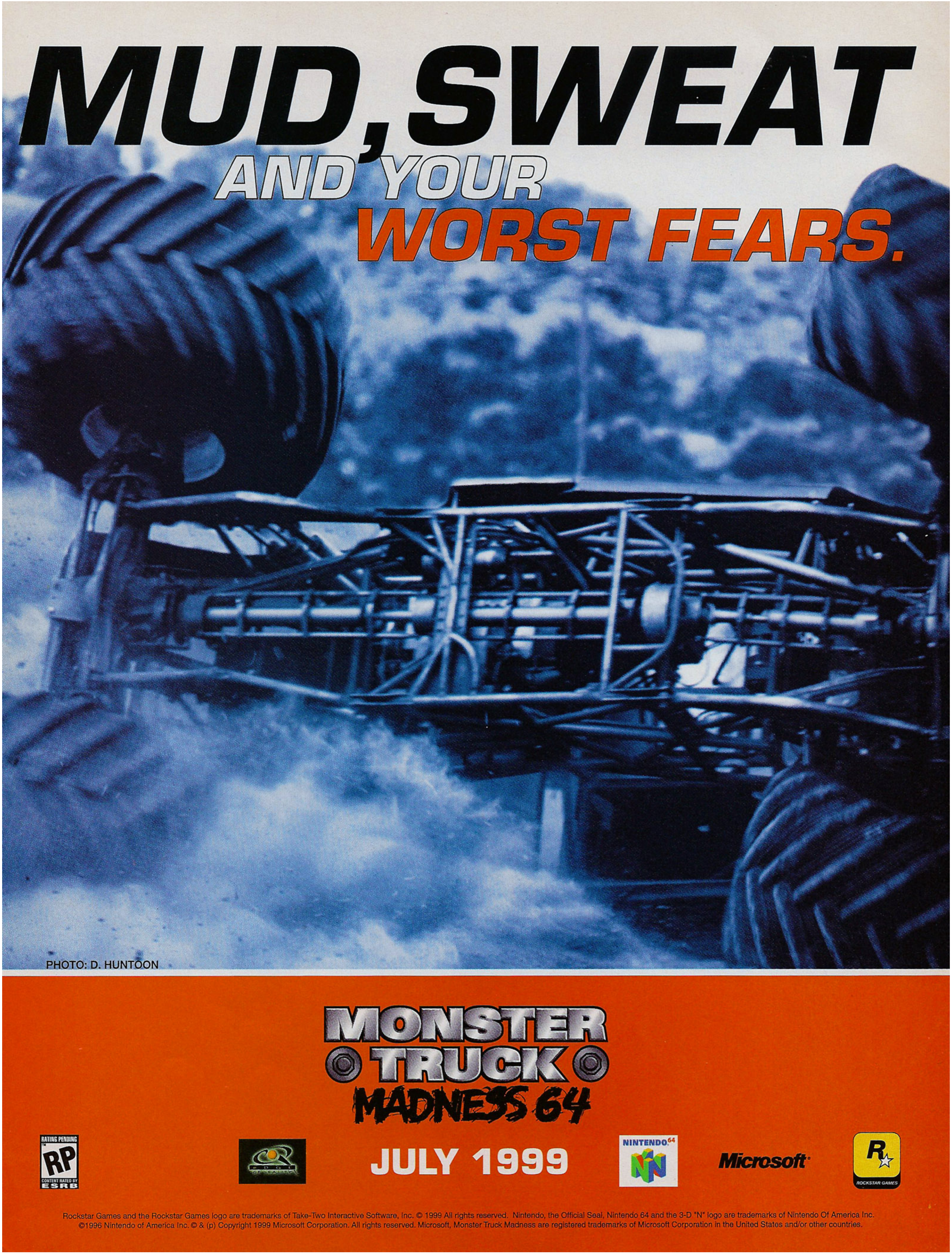
Do you smell smoke?

Q I have a complaint about the Dual Shock controller. While holding it, I received a genuine shock from my TV. After the electric shock, my controller no longer worked. I don't use any non-licensed products, and other Dual Shock controllers work fine on my system. Is the Dual Shock very sensitive to static electricity? What can I do to fix my controller?

MATTHEW WYBLE
WALLACE, MI

Your own personal shock treatment!

A The Watch Dog continues: According to Sony, this type of incident has never occurred before. As a general rule, if something does happen to your Sony controller and you think you're not at fault, call Sony's customer service number for help (see sidebar at the top of this page, "You Make the Call"). If Sony also feels that you're not at fault, it will gladly replace the controller for free even if the warranty has expired. In Matthew Wyble's case, Sony is going to replace his controller for free; all he needs to do is call Sony in order to get a reference number and the address of where he should send his broken Dual Shock controller.


MUD, SWEAT
AND YOUR
WORST FEARS.
PHOTO: D. HUNTOON
MONSTER TRUCK MADNESS 64
RATING PENDING RP CONTENT RATED BY ESRB
EDGE OF REALITY
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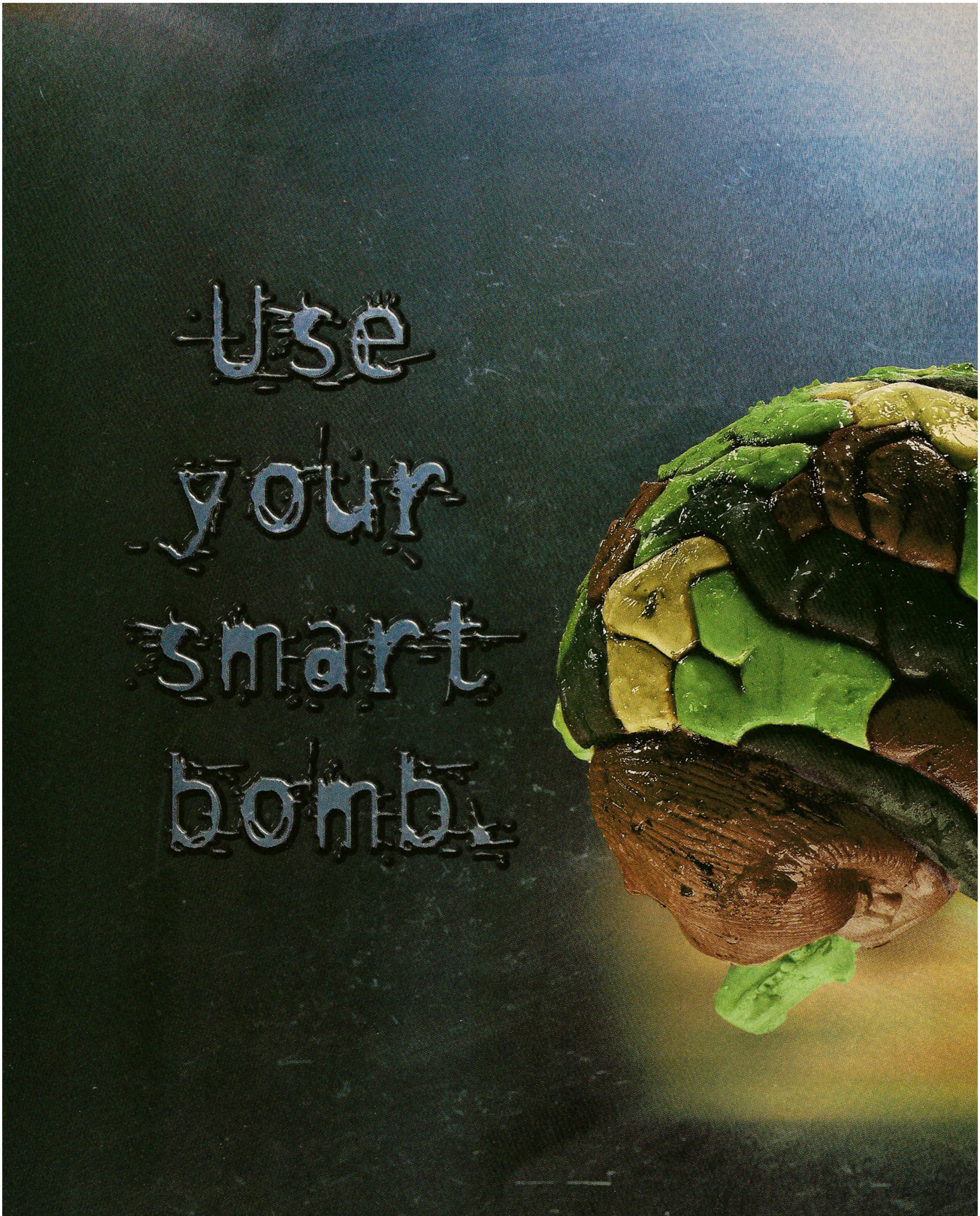

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only fires neurons.
Better keep it loaded.

Dreamcast: It's Official

Console debuts September 9 at $199; Zip drive announced

Sega's alliance with Iomega will bring the popular 100 MB Zip disks to the Dreamcast.

In mid-April, Sega finally confirmed rumors concerning the American Dreamcast launch date and price: September 9, 1999, at $199. Major retailers committed to the launch include Toys 'R' Us, Target, Sears, Electronics Boutique, Best Buy, Babbages, and Kay Bee (the last of which chose not to stock the Sega Saturn after Nintendo released the N64). Many of the retailers are already taking pre-orders for the Dreamcast; Sega estimates over 30,000 pre-orders have already been placed.

"The fact that the Sega Dreamcast will launch for less than $200 is a monumental industry 'first,'" said Bernie Stolar, Sega of America president and COO. "At $199, with our system's hardware and game library, we feel confident that we will take back market share from Sony and Nintendo."

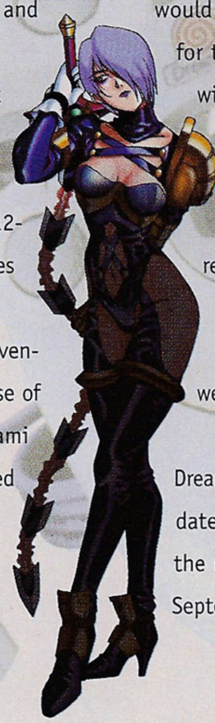
You want it? Cough up $199 on September 9.

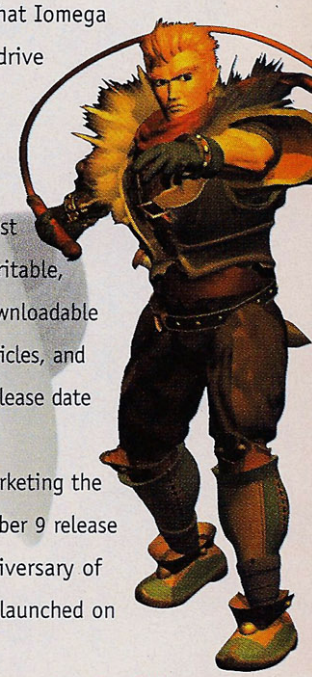
Stolar's pledged 10- to 12-game launch library includes Japanese releases such as Virtua Fighter 3tb, Sonic Adventure, Sega Rally 2, and House of the Dead 2, as well as surprises like Castlevania by Konami and Soul Calibur by Namco. A total of 30 games is promised by the holiday season.

Stolar did not answer any questions concerning the Dreamcast's Internet strategy, claiming details would be revealed at E^3. The trade magazine *GameWeek*, however, published alleged marketing plans for Sega's online game network (code-named "Kage" after the VF3 ninja) and an online publication/information hub with a working title of "Zine." An e-mail component and an online buddy list system were also suggested by the document. When contacted at press time, a Sega spokesperson would only confirm that the company is working on an online network with SegaSoft, based on its success with Heat.Net, and said that full details would be announced at E^3.

More intriguing was the announcement that Iomega would be creating a removable storage Zip drive for the Dreamcast. An external peripheral will be co-developed by both companies to let gamers use 100 MB Zip cartridges in conjunction with Dreamcast games and Web-based activities. A rewritable, removable medium like Zip allows for downloadable game elements such as extra levels, vehicles, and characters. No specific applications or release date were announced, however.

Sega is committing $100 million to marketing the Dreamcast in the U.S. Ironically, the September 9 release date will commemorate the four-year anniversary of the market-leading PlayStation, which was launched on September 9, 1995.



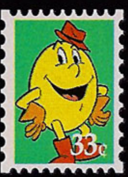


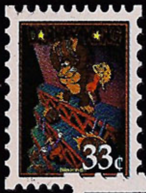
Sega is promising Soul Calibur and Castlevania for the Dreamcast launch.

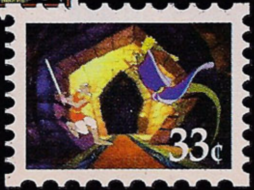
NEWS BITS

Video Games Place Stamp on History

In the old days, video games used to cost a quarter. Next year they'll be 33 cents, thanks to the Postal Service's commemorative video game stamp. Video games earned over 268,000 consumer votes, beating out such noble events as the fall of the Berlin Wall and the construction of the Vietnam Veterans Memorial to rank as "the most memorable reflection of the 1980s." The stamp will be designed over the next eight months and will debut next year.





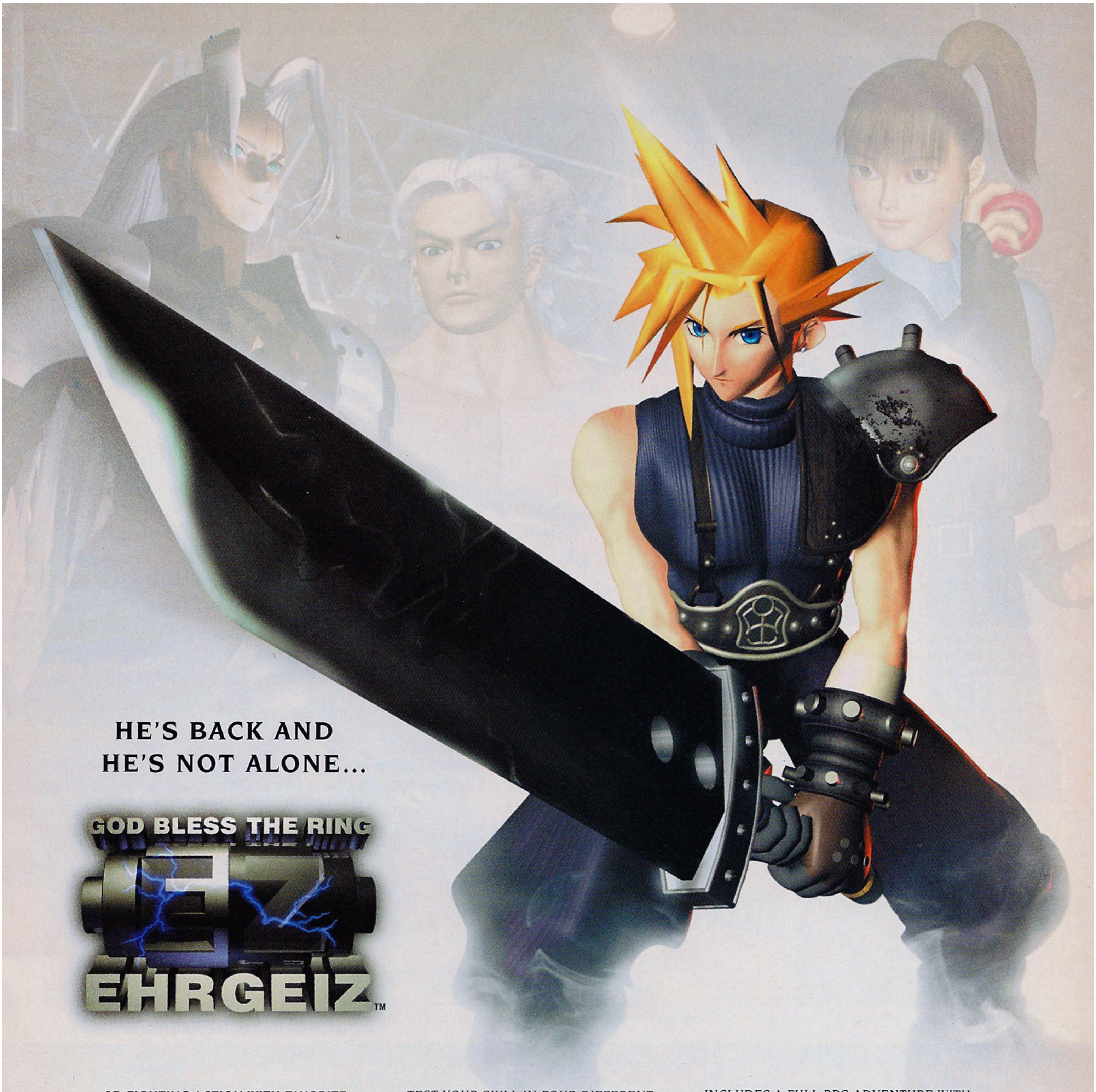


Flashbacks from 10 Years of *GamePro*

Jaunting through July

1989:	Nintendo introduces the Game Boy. One million units are sold in the first year.
1991:	The Rocketeer appears on the cover of *GamePro.* Nobody's quite sure why.
1993:	*GamePro* delivers the dirt on the ill-fated Genesis cable service, the Sega Channel.
1994:	The first N64 development kit ships.
1995:	Nintendo launches the Virtual Boy in Japan, while Sega shows Virtua Fighter 2 on the Saturn at the Tokyo Toy Show.
1996:	*GamePro* launches its own Web site at www.gamepro.com.
1998:	Final Fantasy VII wins Best Console Game of 1997 in the 7th annual *GamePro* Readers' Choice Awards.

Next issue: Awesome Augusts



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TEEN
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ESRB

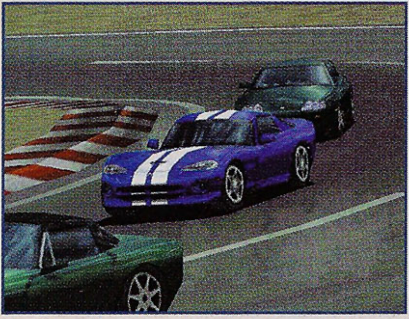
Sony Attacks Emulators

Connectix
Virtual
Game
Station

Connectix has halted shipments of its Virtual Game Station for the Macintosh.

Sony has intensified its efforts to battle the threat it perceives from the growing emulation scene. A San Francisco Federal Court judge ruled that the Connectix Virtual Game Station, a Macintosh-based program that runs PlayStation software (see "ProNews," May), infringes on Sony's copyrights and its PlayStation BIOS (the machine's core software). Connectix flatly denies the charge and maintains that the Connectix BIOS is its own creation. Still, the company has agreed to halt shipment of the Virtual Game Station until the next legal ruling.

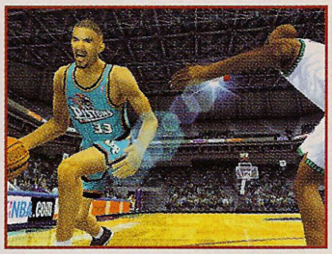
Sony was unable to stop the shipment of another emulator: the Windows-based Bleem!, which uses 3D accelerator cards to enhance game graphics and smooth out textures—but was successful (sort of) in shutting down the emulation Web site, Dave's Classics, for allegedly offering the PlayStation BIOS for download. At press time, Dave's Classics had moved to a new location and shows no sign of PlayStation content.



The Bleem! emulator for Windows uses 3D accelerator cards to improve graphics, as evidenced by this enhanced Gran Turismo screen shot.

A Sony spokesperson summed up the flurry of legal activity: "We feel a responsibility to protect our intellectual properties and will continue to take legal action to do so."

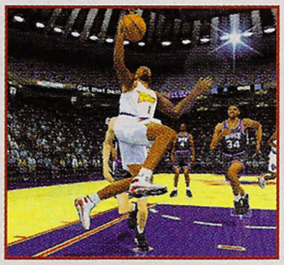
Dream's Teams



These two screens show just how reality-driven Dreamcast Basketball (working title) will be.

When the Dreamcast kicks off this September, Sega must field a formidable lineup of sports games. So far, the basketball and football games in development at Visual Concepts (NBA Action for the Saturn) are looking good.

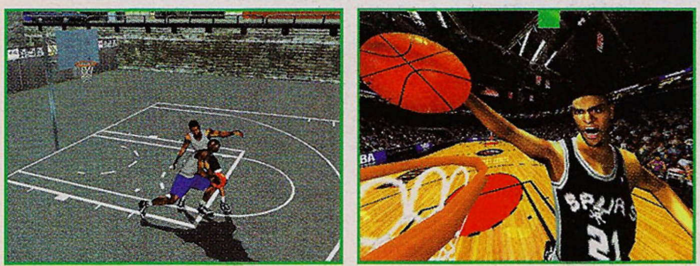
At a preview session, VC's Gregory Thompson explained the primary goal for Dreamcast Basketball: "We're trying to re-create the exact feel of the NBA in painstaking detail," he said. "We've got every arena right down to the seating charts, the luxury seating layouts, and even the different types of hoop structures. For players, the detail gets down to how they wear arm and knee pads, wrist bands, and even tattoos." In fact, VC's digital NBA players resembled their real life counterparts in amazing, sometimes frightening detail.



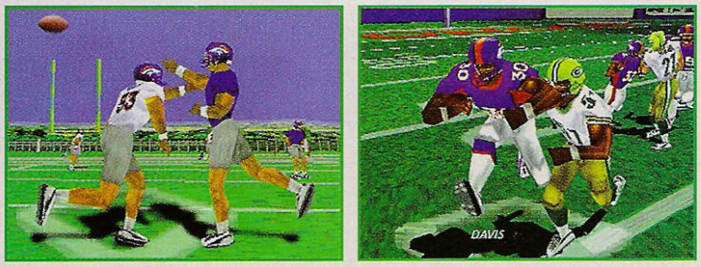
At press time, Dreamcast Basketball and Football were awaiting final game titles. However, Football is scheduled to appear at Dreamcast's launch with Basketball following shortly.

Sports Extra: Pre-Season Peeks!

It ain't always easy getting information about the next crop of sports games, but *GamePro* obtained a few sneak screens from two of the season's most anticipated sports games: EA Sports' NBA Live 2000 and 989 Sports' NFL GameDay 2000. The latest Live will feature one-on-one streetball courts–a first for the series. Watch *GamePro*'s Sports Pages for more information.



NBA Live 2000 gets to the roots of b-ball with a one-on-one street mode.



NFL GameDay 2000 promises more 3D gridiron action.

NEWSBITS

SNK and Capcom Team Up

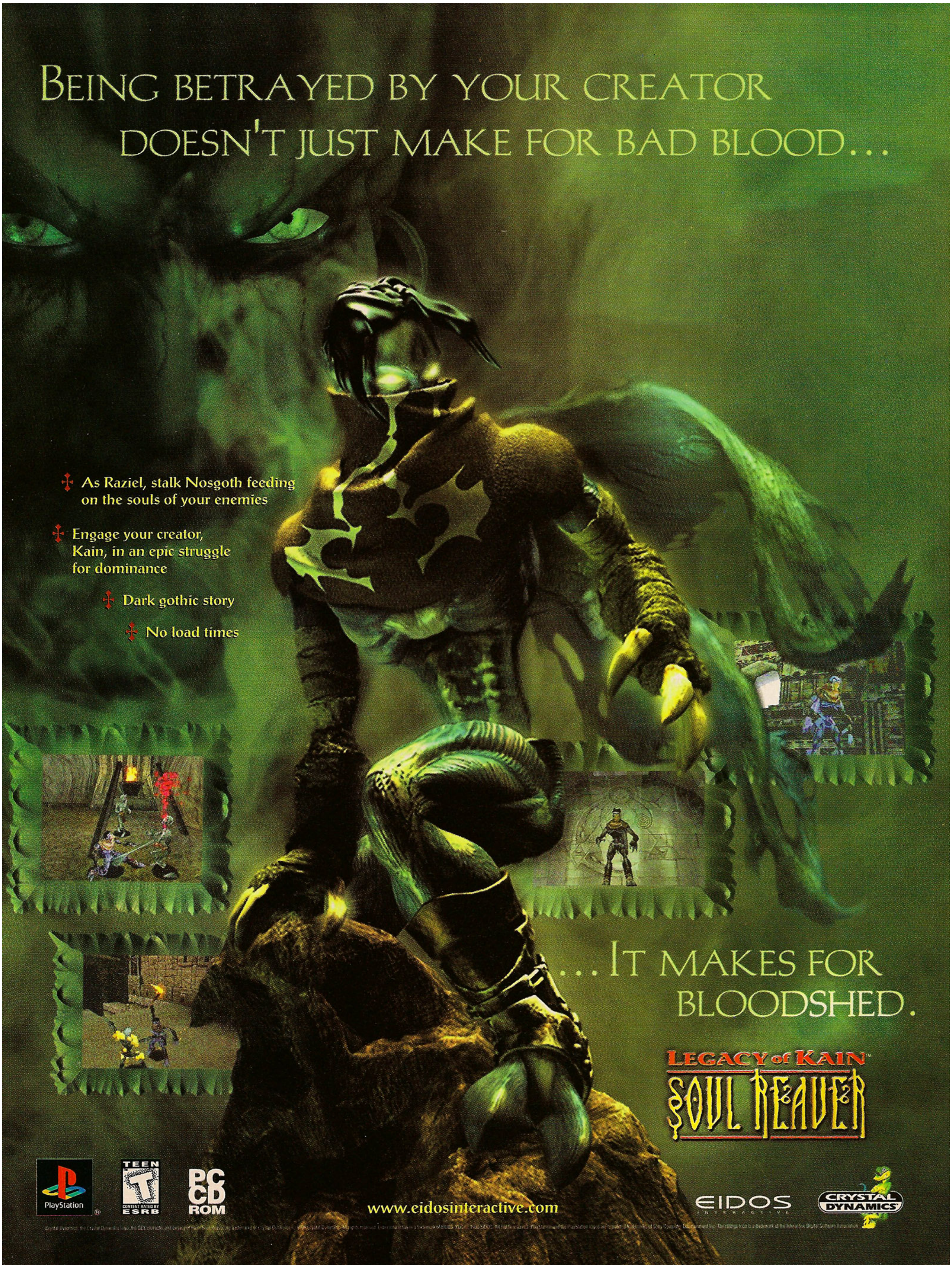
Capcom and **SNK** have announced that a crossover contest, the cleverly titled SNK vs. Capcom, is in development for the Dreamcast. Yep, that's right–SNK's heroes will fight Capcom's characters one-on-one. While the game is expected to be out in Japan later this year, a U.S. appearance in 2000 is a good bet. Watch *GamePro* for further details.

Metal Gear Integral

While **Konami's** not talking about a full **Metal Gear** sequel yet, the company is making the most of the work it's already done for Metal Gear Solid. The updated Japanese release, Metal Gear Integral, features U.S. elements such as tuxedo Solid Snake and adjustable difficulty, as well as about 100 new VR training missions that were previously unavailable in any version. MGI also features English voice acting with a choice of English or Japanese subtitles.

Paducah Families Sue Game Creators

The families of the victims of last year's tragic school shooting in Paducah, Kentucky, have filed a $130 million lawsuit against numerous movie, Internet, and computer game companies, including **Nintendo, Sega,** and **Sony.** The suit alleges that games such as **Nightmare Creatures, Doom, Quake,** and **Mortal Kombat** negatively influenced 14-year-old Michael Carneal, who opened fire at his high school, killing three classmates and wounding five. The suit was filed in U.S. District Court in April.


BEING BETRAYED BY YOUR CREATOR
DOESN'T JUST MAKE FOR BAD BLOOD...
As Raziel, stalk Nosgoth feeding on the souls of your enemies
Engage your creator, Kain, in an epic struggle for dominance
Dark gothic story
No load times
...IT MAKES FOR BLOODSHED.
LEGACY of KAIN
SOUL REAVER
PlayStation
TEEN
T
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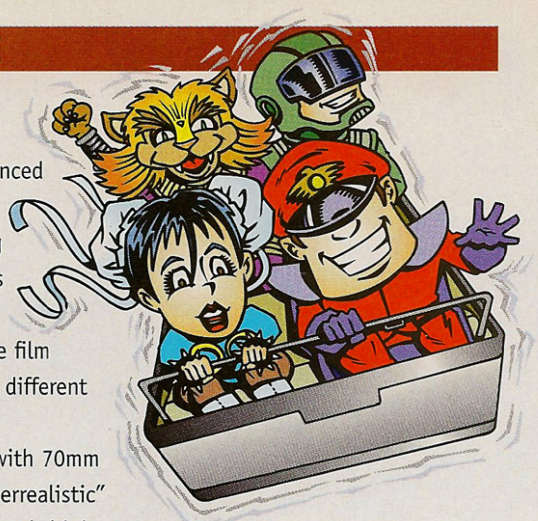
STREET FIGHTER II: THE RIDE



You've thrown Ken's Dragon Punch dozens of times. Now get ready to feel it.

California-based Showscan Entertainment has announced a motion simulation ride—or, as the company calls it, an "Ultimate Thrill Ride"—based on Capcom's enduring Street Fighter II games. The five-minute attraction is on schedule for a June release, but plot details remain secret; a Showscan spokesperson confirms only that the film "incorporates many of the characters from the game in different scenarios."

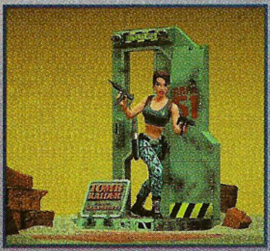
Showscan rides combine motion-controlled seating with 70mm film running at 60 frames per second to create a "hyperrealistic" image with enhanced detail. Its rides usually mimic such high-adrenaline scenarios as runaway mine cars, street luge, and outer-space adventures, but this is the first time the company is using video games as source material.

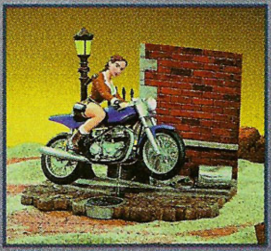
Showscan rides are shown at specially equipped theaters in 24 countries; the company currently has a dozen locations in the U.S. alone. The company is also working on a motion-sim ride based on Wing Commander, which should be ready in early 2000.

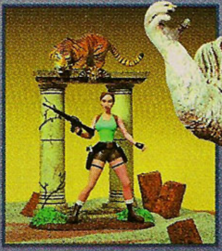
Dee Jay is just one of the Capcom characters featured in Street Fighter II: The Ride.

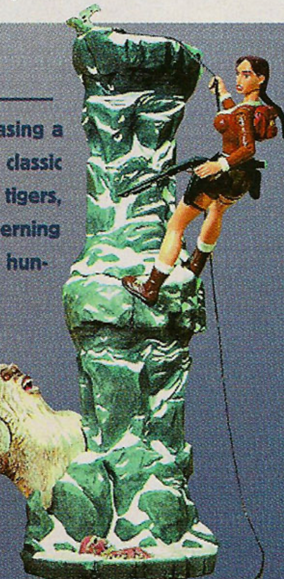
Tomb Raider Toys (Take 2)

Building on the success of the cool Lara Croft wet suit diorama, Playmates is releasing a second wave of Tomb Raider toys. In addition to new 9" dioramas of Lara in her classic teal outfit and her Area 51 togs, look for a series of 6" scenes with Lara battling tigers, sharks, and a yeti, plus an action figure of Lara on her motorcycle. And for the discerning Lara lover, there's the 12" Realistic Talking Lara Croft figure with rooted hair and hundreds of phrases from the games. Watch for them throughout June and July.









Static

What with Dreamcast's impending Zip drive, a little birdie told *GamePro* that the 64DD lives—in the basement of Nintendo's Redmond HQ. Yep, there are working prototypes of the N64 mass storage device locked up in the bowels of NOA, and development kits exist…but apparently, nobody's really interested in making games for the peripheral, and it will probably never see the light of day (even though some have suggested that the Zelda we all own and love is compatible with the drive). So, for the five or six of you still holding a torch…looks like the light's gone out. • Thanks to 989 Studios, there are more Slim Jims in the *GamePro* offices than the mind can comfortably conceive. Yum, spiced meat! Thank you, from the bottom of our colons. • Acclaim denies it, but *The Source* says Ice Cube will star as Shadow Man in an upcoming New Line movie. • Boba Fatt put his opinions on the line about the video game stamp: "It better be Pac-Man." Sounds good. • Wanna see what your favorite video game company has on deck? Poke around the Internet and see which domain names they've recently registered. They hate that. • Nintendo is dropping the Game Boy Color price in Japan; it's a good bet that the U.S. models will follow shortly. • Just ask Miss Spell, Dan Elektro, Air Hendrix, or Boba Fatt, and they'll tell you: 3Com's Palm Pilot is like a grown-up Game Boy, except you look like you're working. • C&C2… C&C2…C&C2…C&C2…C

Top 10 Best-Selling Video Game Titles: March 1999

RANK	TITLE	PLATFORM	PUBLISHER
1	Pokémon Blue	Game Boy	Nintendo
2	Pokémon Red	Game Boy	Nintendo
3	Syphon Filter	PlayStation	989 Studios
4	Mario Party	Nintendo 64	Nintendo
5	Silent Hill	PlayStation	Konami
6	Frogger	PlayStation	Hasbro
7	The Legend of Zelda: Ocarina of Time	Nintendo 64	Nintendo
8	GoldenEye 007	Nintendo 64	Nintendo
9	The Legend of Zelda DX: Link's Awakening	Game Boy Color	Nintendo
10	Crash Bandicoot 2: Cortex Strikes Back	PlayStation	Sony

Source: NPD TRSTS Video Game Tracking Service

GAMEPRO LABS

GameShark Pro

Rating: 5.0

The latest batch of pre-loaded GameShark codes—over 360 total—encompass recent PlayStation hits such as NFL Blitz, Metal Gear Solid, and Tomb Raider III. But what makes the unit really shine is the Pro part of the GameShark Pro (admittedly, we like the name): a file utility that enables you to explore cinemas and CD audio tracks, the ability to turn all the cheats on and off mid-game without restarting, a virtual memory system offering 120 blocks of extra storage space, and a video that teaches you how to hack your own codes. As easy to use as ever, the GameShark Pro is a major and worthy upgrade for gamers who don't like to play by the rules.—*Dan Elektro*

Price: $49.99

Contact: InterAct, 410/238-2424, or at http://www.gameshark.com

GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

GAMEPRO RATINGS REVIEW

Dear GamePros,

At this time of concern about the content of video games, we want you to be able to make smart, informed choices about what you are buying. With that in mind, we present here the ESRB (Entertainment Software Rating Board) ratings for the games reviewed in the July issue of *GamePro*. You can use these ratings to determine whether or not games are suitable for you or a gamer you know. Be advised that *GamePro* provides you with the information you need for fun, responsible gameplay.

As always, *GamePro* remains your magazine.

Sincerely,

Wes Nihei

Wes Nihei, Editor-in-Chief
GamePro magazine

ESRB RATINGS REVIEW

Much like the movie industry, the interactive electronic entertainment industry adheres to a voluntary rating system developed by the Entertainment Software Rating Board (ESRB) so consumers know what to expect before buying a video or PC game. Each game reviewed in *GamePro* includes the ESRB's rating, which indicates the gameplayer's recommended age level. Following is a quick key to the most common ratings; for a complete description, check out the ESRB's Web site at **http://www.esrb.org** or call 800/771-ESRB for more information.

EVERYONE E CONTENT RATED BY ESRB

Games rated **EVERYONE** are fine for ages six and up. Like a G-rated film, they may contain minimal violence, comic mischief, and/or perhaps some mild language. Most racing, puzzle, platform, and sports games fall into this category.

TEEN T AGES 13+

Games rated **TEEN** are suitable for ages 13 and up. These games could have violent content, strong language, and/or suggestive themes similar to what may be in a PG or PG-13 movie. Most one-on-one fighting games earn a Teen rating as do many outer-space shooting games.

MATURE M AGES 17+

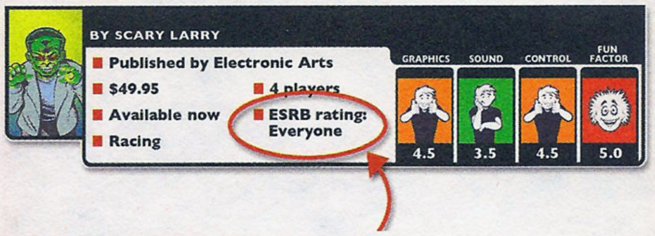
Games rated **MATURE** are appropriate for older gamers, generally 17 and up. Much like an R-rated film, Mature-rated games may contain more intense depictions of violence, stronger language, and on rare occasions, sexual themes. Gory fighting games and horror adventure titles are the most common Mature-rated products.

RATING PENDING RP ENTERTAINMENT SOFTWARE RATINGS BOARD

Some of the season's most anticipated games haven't been rated yet, which means the words **RATING PENDING** may appear in ads or early reviews of these products. When these games are released, look for the actual ESRB rating icon on the game's package or check the ESRB's Web site for updated rating information.

WHERE TO FIND THE RATING

GamePro understands that parents care about the content of video games their children play. That's why every review printed in our magazine and posted on our Web site lists the ESRB rating. Above, we've circled this rating in a sample review box to help readers locate it throughout *GamePro*. (Previews do not carry an ESRB rating as games are often not rated until they're ready for review and purchase.)



BY SCARY LARRY
- Published by Electronic Arts
- $49.95
- 4 players
- Available now
- ESRB rating: Everyone
- Racing

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	4.5	5.0

JULY 1999

Below is a list of games reviewed in the July issue of *GamePro* along with their respective ESRB rating:

Castrol-Honda Superbike Racing	**E**
Croc 2	**E**
Hybrid Heaven	**RP**
Lunar: Silver Star Story Complete	**T**
Midtown Madness	**E**
Quake II	**M**
Shadowgate 64	**E**
Star Ocean: The Second Story	**E**
Star Wars Episode I: Racer	**E**
Warzone 2100	**T**
World Championship Driver	**E**

E=everyone, T=teen, M=mature, RP=rating pending

Reviewed games subject to change without notice.

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EPISODE I

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GamePro readers have been telling us how much they love GamePro.com. So our editorial team put their heads together and came up with a crazy idea: to go one step further and create the world's biggest gaming and entertainment Web portal for true GamePros. "We'll add even more of the game reviews and previews, cheats and codes, and demos and patches that *GamePro* readers love!" they said. "Plus, we'll add all the news and info gamers want about the coolest sports, music, movies, and entertainment on the Web today!" they cried. "Sounds great! Let's do it!"

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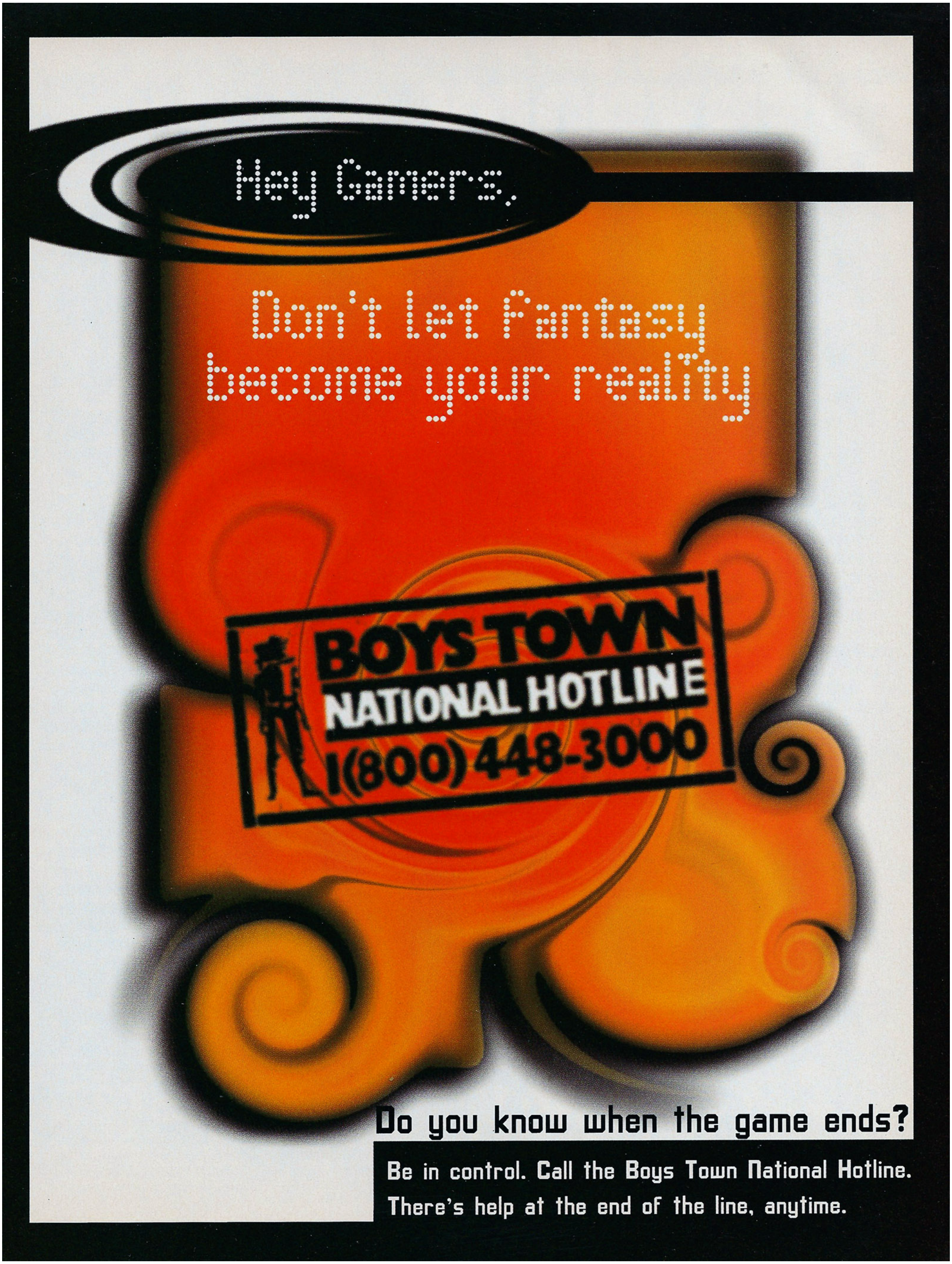

Hey Gamers,

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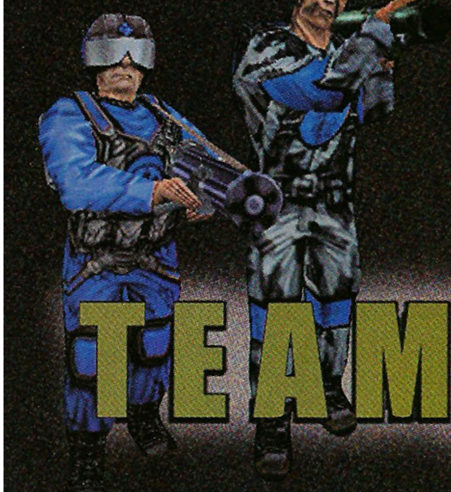
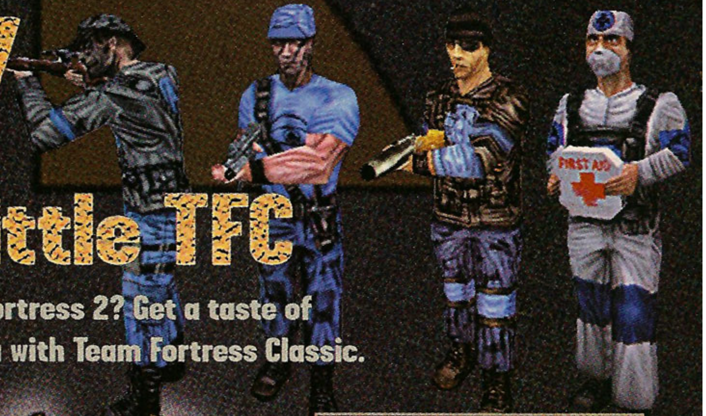
EVERYBODY Needs a Little TFC

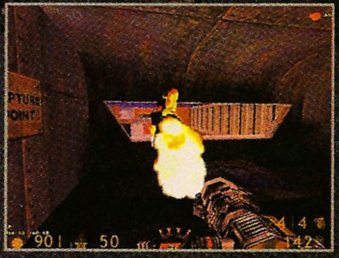
Can't wait for Sierra's Team Fortress 2? Get a taste of the team play in store for you with Team Fortress Classic.

By Ash





TEAM FORTRESS CLASSIC



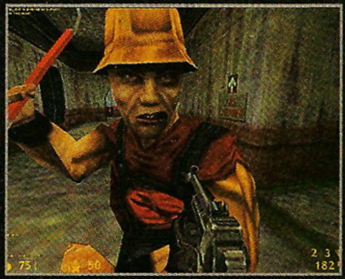
Some of your team's objectives will be more gleefully explosive than others.

The dream of online team play comes ever closer to its glorious reality, thanks to Sierra. The company recently released an add-on for Half-Life that puts a new face on the most popular Quake mod ever: Team Fortress Classic. Within a few days of its release, TFC was the game of choice on close to half of WON's Half-Life servers. Why? Because its know-your-role, work-together gameplay is cooler than a refrigerated penguin. Tribes? What Tribes?

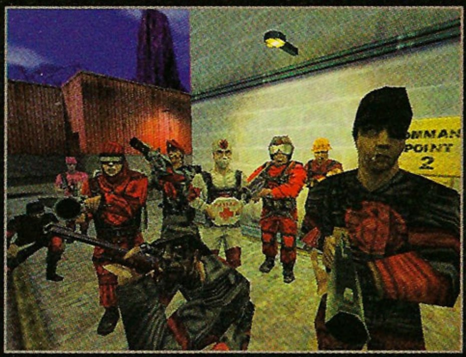
REMAKING IT UP

The first Team Fortress, a mod for the original Quake in which players assumed various roles on a military-style squad, presented group play in a genre that didn't even know teams existed. But with Tribes, Quake III Arena, and Sierra's own Team Fortress 2, the first-person fragfest is gradually evolving beyond mindless point-and-shoot gameplay.

Gabe Newell, managing director and co-founder of TFC and TF2 developer Valve, says the release of TFC will help introduce gamers to the team play they feel is critical to multiplayer gaming. "Prior to shipping TF2, TFC was the best way we could think of to say to people 'Check out this type of game—it's a lot of fun,'" Newell says. "It was also a great way to help keep the Half-Life multiplayer community growing by leaps and bounds, and to help us test the Half-Life [software]. Plus, it gives Half-Life mod authors a lot of motivation."



◀ Team Fortress Classic features great player models and, er, striking detail.



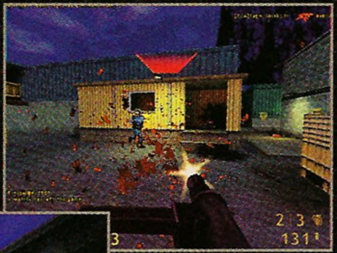
◀ They're not a dozen, but they are dirty—and they're your teammates.

TEAMING WITH ACTION

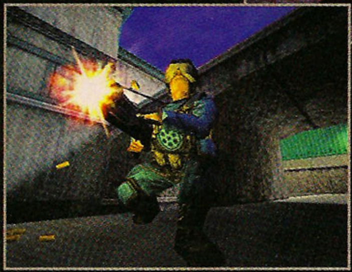
The TFC mod contains near-limitless team-play possibilities. How about six maps and several different team modes from Capture the Flag (including Two Fortresses and an excellent rendition of the well-balanced Quake TF map, 2Forts) to football (similar to Quake's Kick mod) to escort/assassination and more.

In addition to the mass variety of modes, differences between original TF and TFC abound. First off, TFC uses the Half-Life engine, so it looks great. The weapons and character-specific skills are also different; depending on which of the nine classes you select, you'll be armed according to your skills and responsibilities. For example, the heavy-weapons guy is loaded down with artillery, but he moves much slower—markedly so, when firing—than the lighter-armed scout or spy.

The development of TFC may have set the release date of TF2 back a bit (it's currently slated for fall), but Newell says it also gave the team an opportunity to make TF2 a much better product. "We're getting feedback from several hundred-thousand people on how to make better social action games that we wouldn't have gotten without TFC."



Half-Life's advanced engine gives TF more realistic action than ever before.



◀ Heavy-weapons soldiers pay a price in speed for their massive firepower.

LOCK & LOAD

You can access Team Fortress Classic through the Auto-Update feature of Half-Life or at Sierra's Web site. From there, check out Mod Central's Guide to Team Fortress Classic at **http://www.planethalflife.com/modcentral/tfc/tfc.htm**. The sooner you prepare for the future of gaming, the more likely you are to survive it.

TEAM FORTRESS CLASSIC

URL: http://www.sierrastudios.com/games/tfclassic/

CURRENT GAMES: Capture the Flag, plus variants (grab the keycard, gas your enemies); Escort/Assassination; Push; Territorial Control

HARDWARE REQUIREMENTS: Win95/98/NT, Pentium 133, 24 MB RAM, 20+ more MB HD space, 32-bit Internet connection with 28.8+ modem

PRICE: Free (requires Half-Life to play)

AVAILABLE: Now

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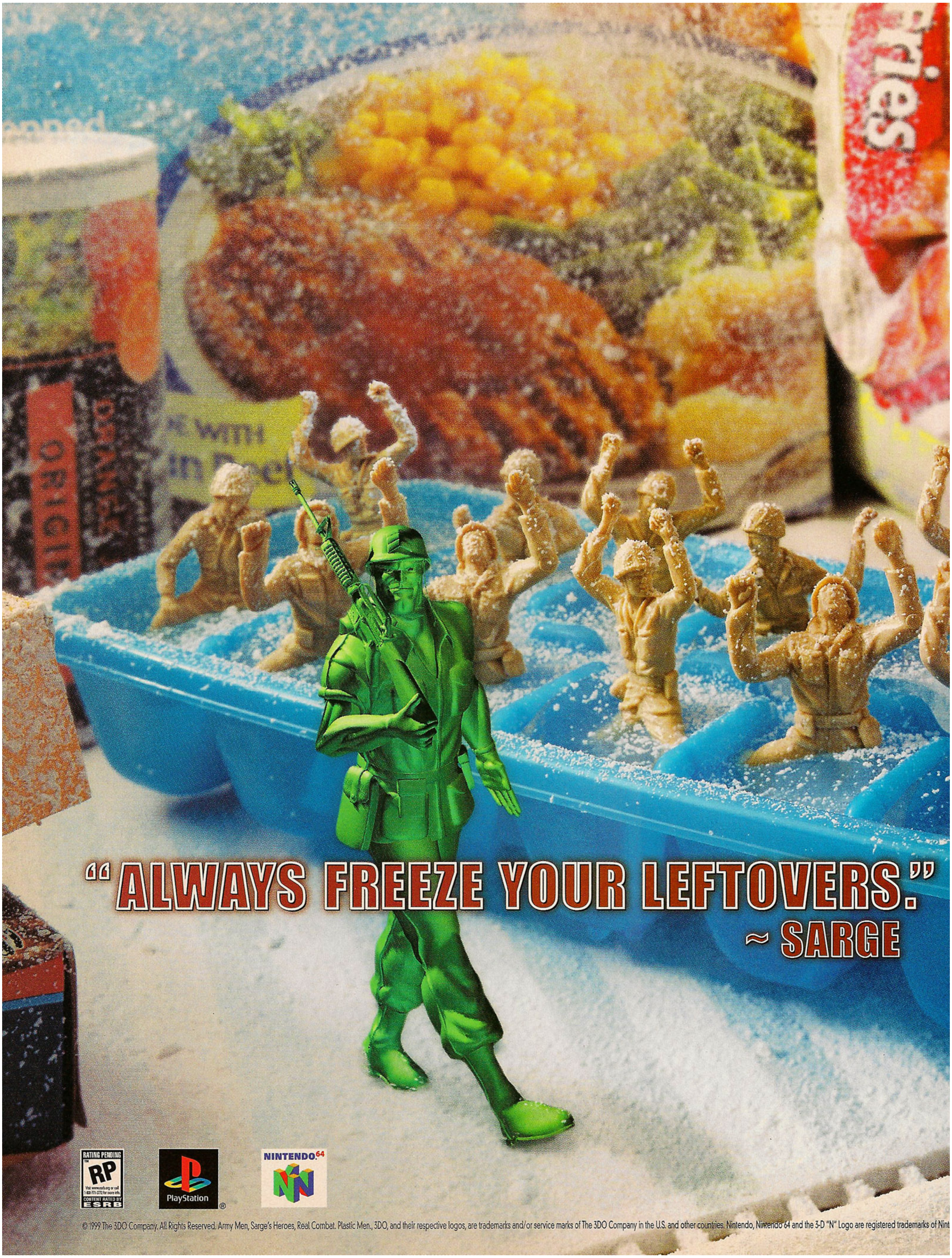
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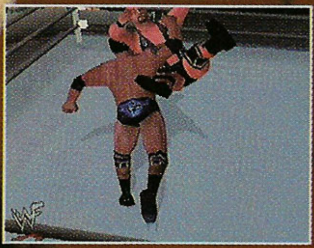
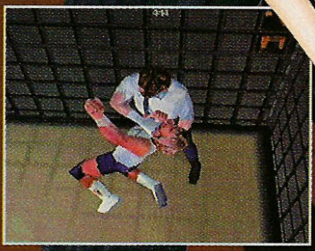
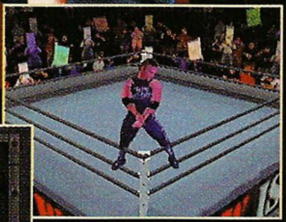
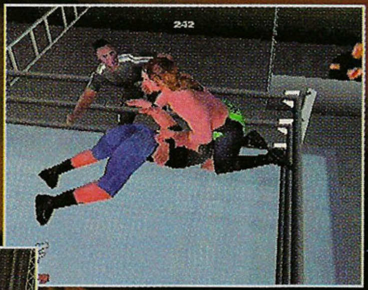
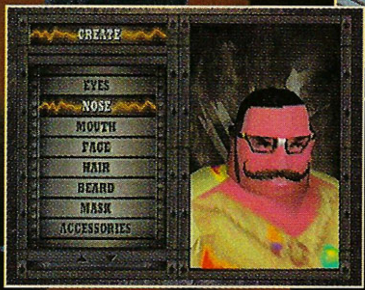




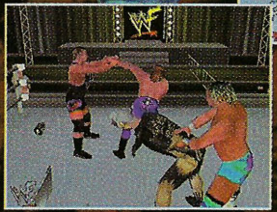


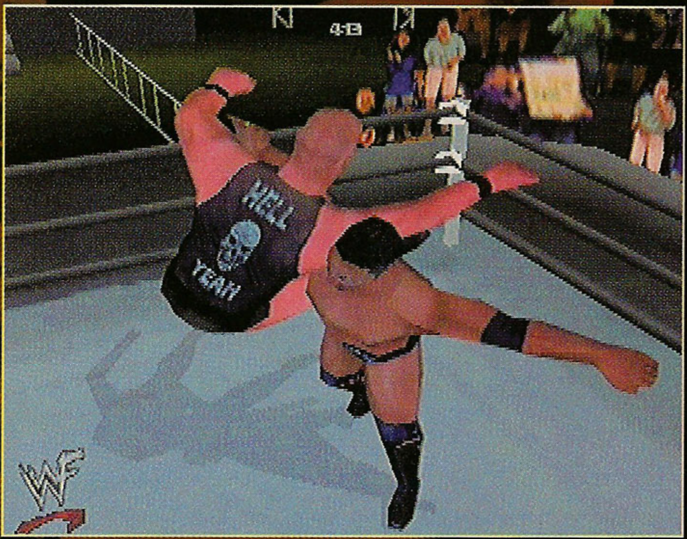
◀ Attitude features authentic ring entrances for all of your favorite wrestlers, including theme music, pyrotechnics, and lighting effects.





◀ Attitude's create-a-wrestler feature even lets you adjust your character's facial features





Every reservation to the Smack Down Hotel comes with a complementary fist to the face and foot in the ass!

WWF: IN YOUR HOUSE

Here's the final list of wrestlers appearing in Attitude, including the 11 wrestlers hidden in the game:

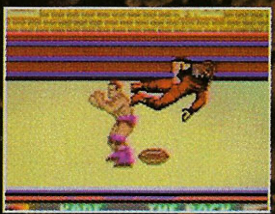
SELECTABLE WRESTLERS

1. Stone Cold Steve Austin
2. The Rock
3. Mankind
4. D'Lo Brown
5. The Undertaker
6. Kane
7. Ken Shamrock
8. Bad Ass Billy Gunn
9. Triple H
10. The Road Dogg
11. X-Pac
12. Mark Henry
13. Goldust
14. Owen Hart
15. Jeff Jarrett
16. Edge
17. Christian
18. Gangrel
19. Val Venis
20. Thrasher
21. Mosh
22. Taka Michinoku
23. Droz
24. Too Sexy Brian Christopher
25. Steve Blackman
26. The Big Bossman
27. Al Snow
28. Dr. Death
29. Faarooq
30. Bradshaw

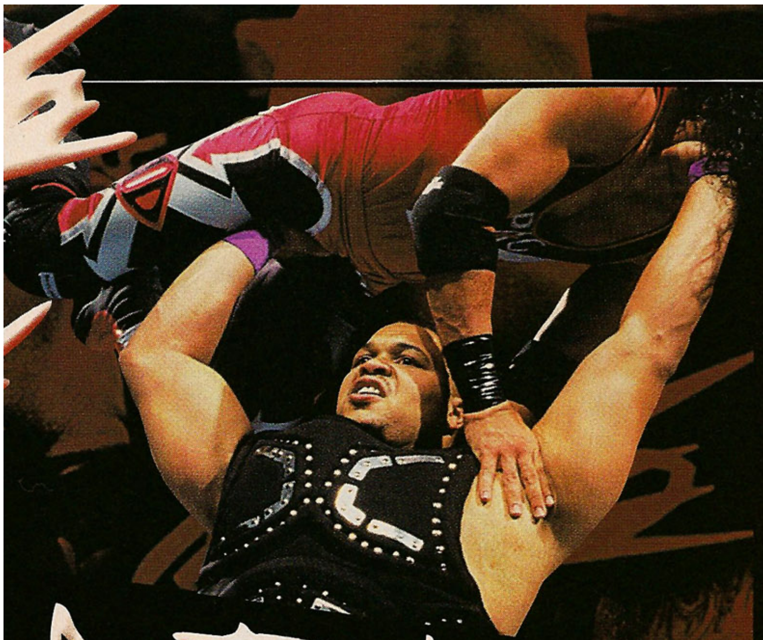
HIDDEN WRESTLERS

31. The Godfather
32. Chyna
33. Sable
34. Head (Al Snow provides the voice)
35. Jacqueline
36. Paul Bearer
37. Sgt. Slaughter
38. Kurrgan
39. Jerry Lawler
40. Marc Mero
41. Shawn Michaels

SMALL PACKAGE



This summer, WWF Attitude will also be available on the Game Boy Color. The Max Mini version of Attitude features 20 wrestlers along with Challenge, Career, King of the Ring, Vs., Tag Team, Steel Cage, and Training modes.



ATTITUDE.

KING OF THE RING

Acclaim's WWF Attitude is in training to become the best wrestling game ever! Here's everything you need to know about the future champ.

By Johnny Ballgame

OH, YOU DIDN'T know?! WWF Attitude piledrives the PlayStation and Nintendo 64 with the most features and fiercest gameplay of any wrestler currently waging war in the squared-circle. If you're a wrestlemaniac looking for a slobber-knocker, you better represent and step into Attitude's arena. Otherwise, you'll be the biggest jabroni to kiss the canvas since the Brooklyn Brawler.

COME GET SOME

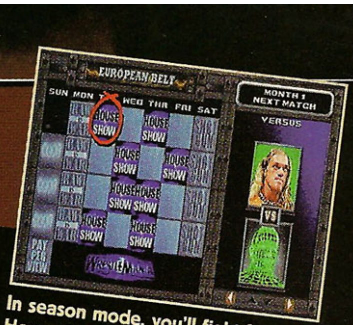
The first thing roody-poohs will recognize about Attitude on the PlayStation and Nintendo 64 (both versions are identical) is its insane number of features. The game sports almost every type of wrestling match imaginable, including one-on-one, tag team, Tornado, one-on-two, one-on-three, Lumberjack, Gauntlet, Tag Gauntlet, Survivor Series, Royal Rumble, Battle Royal, War, Stable, Triple Threat, and Triangle Match. Plus, after selecting your match type, you can juice the battle even more by adding options like turning the game into a hardcore match, adding a steel cage, or making it a Last Man Standing, Falls Count Anywhere, Toughman, Iron Man, I Quit, First Blood, Finisher Only, or two-out-of-three falls match.

But Attitude doesn't stop there. The game also features both a singles and tag team career mode (played like a season in a typical sports game), a King of the Ring tournament, training, and the most mack-daddy, pimpin' ain't easy feature of them all—the ability to create your own pay-per-view event. This enables you to become the booker, name the pay-per-view, edit the arena, and select up to eight dream matches. You can even add your created wrestlers to the mix, save the event, and use the DexDrive to share your pay-per-views with wrestling fans around the world (if only you could charge $29.95 per showing!).

EDUCATE YOUR MONKEY ASS

WWF Attitude, or "The People's Game" (millions and millions of The Rock's fans can't be wrong!), also looks to stun gamers with its awesome wrestling line-up, which features 41 of the top WWF superstars (30 selectable, 11 hidden—see the sidebar, "WWF: In Your House"), including everyone from Stone Cold to the Godfather. The only no show is The Big Show, who arrived a bit late from down south to make the final cut.

And, like WWF War Zone, you can grapple with the most in-depth create-a-player mode in gaming today. Attitude lets you customize everything about your created wrestler from his weight to his knee pads. You can edit facial features like the size and shape of your fighter's nose, mouth, and eyes, and you can even write text on both their shirt and pants. Another cool feature added to the create-a-wrestler mode is the ability to edit your wrestler's move sets. You can pick all the moves from your favorite WWF stars and add them to your created wrestler's arsenal—you can even customize the button commands to simplify (mash) your moves.



In season mode, you'll fight from House Shows to pay-per-views on your quest for championship gold.

SING ALONG WITH THE CHAMP

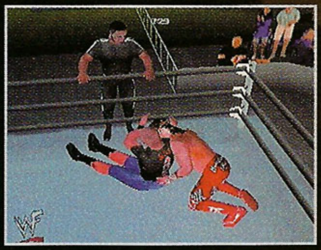
Attitude's sound booms on both systems with all the authentic theme music of the WWF stars along with hilarious two-man commentary from Jerry "The King" Lawler and Shane McMahon. The crowd cheers and jeers the action, wrestlers taunt each other with their signature catch phrases like Road Doggy Dogg's "Your ass better call somebody!" and Jeff Jarrett's "Don't piss me off!," and each wrestler grunts and groans during the match, shouting their pain for the entire wrestling world to hear.

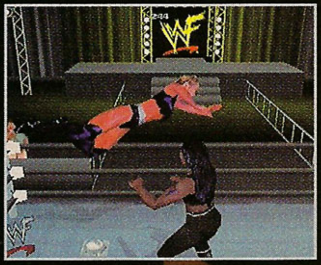
But Attitude's not all flash and no cash as the gameplay blitzes fans with every authentic wrestling hold that made the WWF famous, from the Stone Cold Stunner to the most electrifying move in sports entertainment—The People's Elbow.

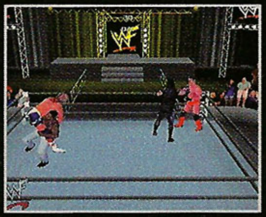
Attitude also features a number of double-team moves, more counters and reversals than in War Zone, and weapons that include chairs, tables, shovels, and Mr. McMahon's bed pan.

GET IT!

With its amazing list of features and the biceps-bulging gameplay to match, WWF Attitude looks to scorch the gaming world as the hottest wrestler on the market. Look for it to slam into stores this summer as the PlayStation version hits in early June, while the N64 version struts onto shelves in mid-July.







THE MATCH GAME

Some match types are self explanatory—if you don't understand "I Quit," quit reading this article! Others need explanation. Here's a quick run down on the tougher terms:

TORNADO: Two tag teams battle without traditional tag team rules. Both members of the team must be beaten for the opposing team to win.

GAUNTLET: A series of wrestling matches where one wrestler must fight and defeat an onslaught of opponents one at a time.

TRIPLE THREAT: Three wrestler match. The first person to pin an opponent or make someone submit wins.

TRIANGLE MATCH: Three wrestler match. Winning wrestler must defeat both opponents by pinfall or submission.

IRON MAN: A timed match where pinfalls and submissions are added up throughout battle. The man who defeats his opponent the most times, wins.

Miniature Magic

Although the Game Boy dominates the handheld wars, the Neo·Geo Pocket Color and game.com.pocket.pro are ready, willing, and able to battle for your wallet this summer. Here's how the three top handhelds match up.

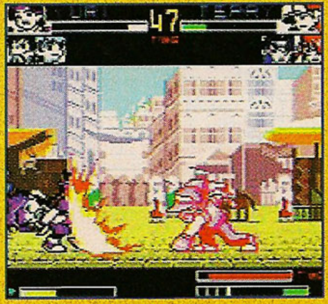
By Scary Larry

A Wolf in Cheap Clothing

SNK's Neo·Geo Pocket Color's 16-bit graphics could make you forget your Game Boy Color in a hurry. At the same price as the GBC, the Pocket Color looks like a great buy.

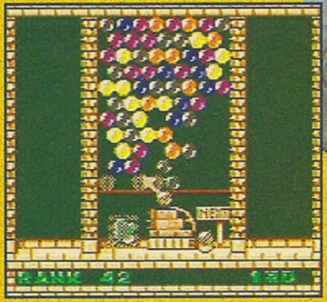
SNK is willing to bet all its pixels that gamers prefer better graphics over a larger game library. And the Neo•Geo Pocket Color definitely has a great graphics engine, fully capable of re-creating those great Neo•Geo classics—King of Fighters, Samurai Shodown, Super Baseball Stars, etc.—in a portable format.

Plus, the Pocket Color comes with above average features: Linked gameplay, earphone jacks, and an AC adapter port is good me-too stuff, but the 16-bit CPU is a standout (it's bigger than any other handheld system's). Pocket Color also has a highly reflective TFT Liquid Crystal Display capable of painting 160 x 152 pixels and 146 colors simultaneously (out of a palette of 4096). In fact, SNK claims that the Pocket Color produces the same graphics quality as arcade machines.



King of Fighters R-2

Its other cool features include a mini-joystick that is perfect for fighting games, a two-button layout, and an option button that lets you reconfigure certain game elements during gameplay (skill level, number of lives, etc.). The unit also displays a calendar, horoscope, world time clock, and alarm. An infrared adapter that can support multiplayer input is also in development.



Puzzle Bobble Mini

But the Pocket Color is not without its drawbacks. The most glaring is the absence of a contrast control or a back light, which means that you must always have a direct light source in order to see your game. And, although they are visually superior to anything else available on a handheld system, the number of games the Pocket Color will play is limited and will be available only through SNK's Web site (see sidebar, "Let the Games Begin").

Nevertheless, while the Pocket may be pricey at $79.99 (with games in the $20 to $30 range), it's well worth the money—because color visuals count for a lot in the handheld wars.

SUMMARY

The Pocket Color is a worthy investment, but you'd better pace yourself when playing its 20 or so games. SNK says more are on the way, but once you beat everything in its lineup, you may have to wait a while for something new.

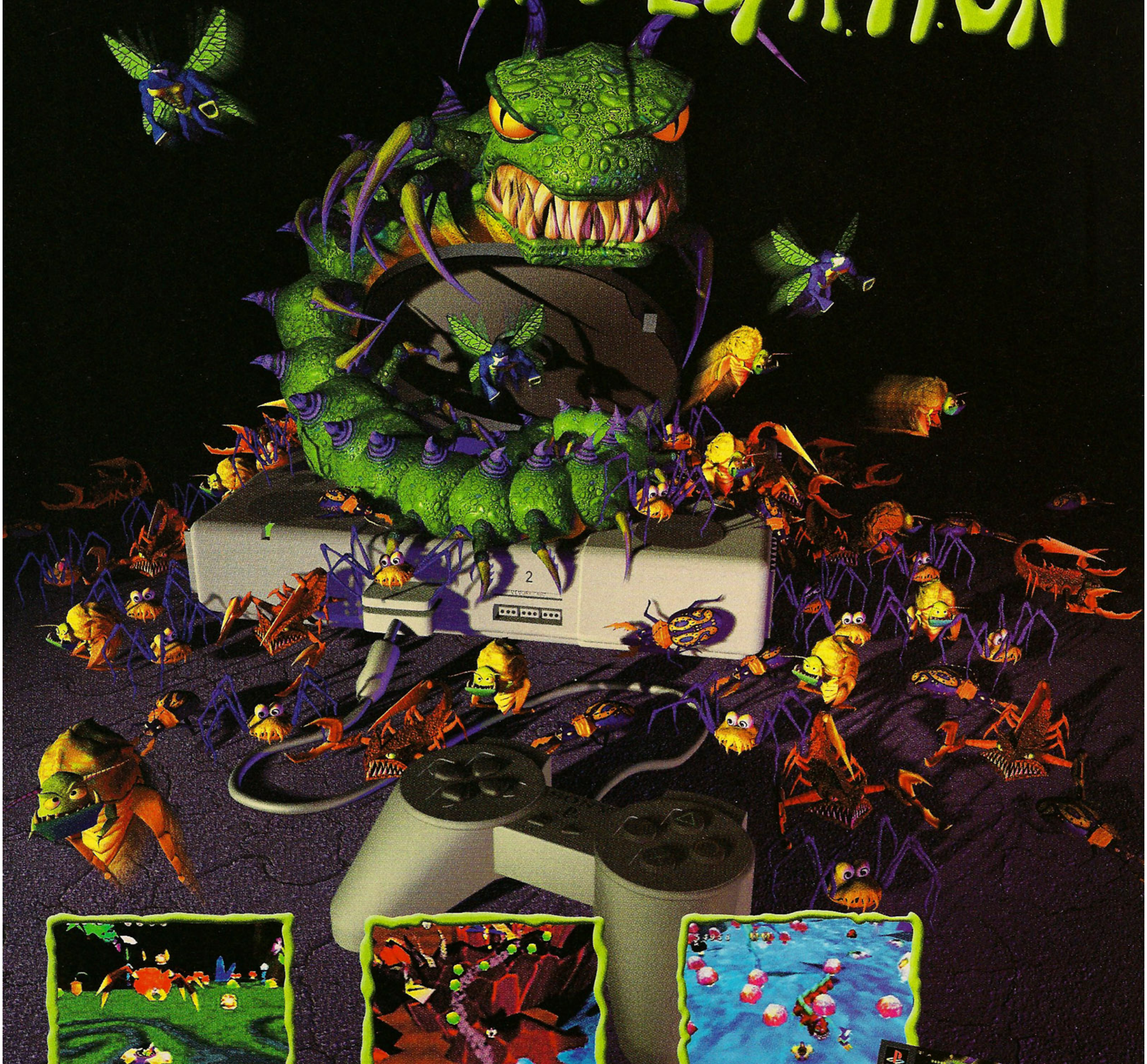
▶ *Ka-ching! $79.99*

Let the Games Begin

King of Fighters R-2	March
Pocket Tennis	March
Baseball Stars Color	April
Puzzle Bobble Mini	April
Samurai Shodown 2	April
Fatal Fury—First Contact	Summer '99
The Last Blade	Summer '99
Metal Slug—First Mission	Summer '99
Neo 21 Blackjack	Summer '99
World Heroes Pocket	Summer '99

*For more information, check out the SNK Web site at **www.snkusa.com**.*

PLAYSTATION INFESTATION



The bugs are taking over - infesting and destroying everything in their path. Are you just gonna sit there and let that happen? No way. It's time to kick some bug butt! Centipede for PlayStation. Wicked bugged out 3-D graphics, all new levels, insects, and worlds. Even play classic style. The bugs are back. Start blasting.

PlayStation
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ESRB
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ATARI

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Tiger Roars

Don't count out the very affordable game.com.pocket.pro from Tiger Electronics—whose prowess at licensing popular games means that some will appear exclusively on this black-and-white system.

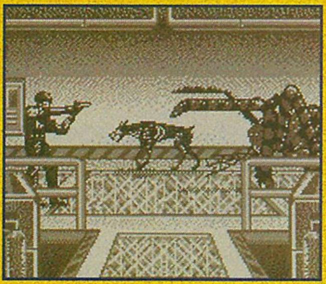
Tiger Electronics is one of the biggest video game developers in the world, holding a broad range of licenses from Mortal Kombat to Star Wars Episode I: The Phantom Menace—but you wouldn't know that unless you've already purchased one of its reasonably priced pocket.pros.

IOLYFIELD
VASQUI
ROUND 1
00:00

Evander Holyfield Championship Boxing

TIGER
game.com
LIGHT

The pocket.pro is a smaller version of Tiger's 8-bit, black-and-white game.com, which never caught fire with video game consumers. So Tiger added some new cabinet colors (purple, teal, orange, green, and pink) and reduced the unit to Game Boy Pocket size. All games and music are 8-bit, and the screen resolution is slightly higher than the Game Boy's. Standard features include volume and contrast control, headphone jacks, AC adapter, and multilink cable. A phone book, calendar, calculator, and e-mail connector are also part of the system. The directional pad is loose but accurate, and the four-button layout is perfect for fighting games.



Resident Evil 2

Plus, the pocket.pro has a bunch of bonuses. It's the only handheld system to feature a backlit display, enabling you to play in total darkness. It also supports a stylus tool (like a small pen) that you use with the touch-sensitive screen, which is great for board games like Monopoly.

So what are the pocket.pro's drawbacks? Lack of color, of course—and that alone may be its downfall. Fluid gameplay is also not to be found in Tiger's lair, and many of the games were choppy and hard to control. Compared to other handhelds, the pocket.pro's two most appealing qualities are its price—a very affordable $29.99, with games ranging from $14 to $30—and its exclusivity. There are some games that you simply won't find on any other handheld system.

Let the Games Begin

NBA Live	Now
Resident Evil 2	Now
Evander Holyfield Championship Boxing	July
Madden Football	July
Castlevania	1999
Command & Conquer: Red Alert	1999
Deer Hunter	1999
NASCAR Racing	1999
WCW Wrestling	1999
Metal Gear Solid	TBD

For more information, check out the pocket.pro Web site at ***http://www.game.com.***

SUMMARY

The inexpensive price tag and exclusive licensing agreements are definite selling points for the pocket.pro. You'll have to live with pixelated graphics, however, as you would with a standard Game Boy. Will you also settle for black and white? If so, then the game.com.-pocket.pro is for you!

▶ **Ka-ching! $29.99**

Let's Hear It for the Boy

Nintendo's Game Boy is definitely the ruling class of portables—and the color edition kicks serious ass.

One word: Pokémon. Selling 10 million units of Pokémon in Japan and over 1.5 million units in the U.S. (with more on the way this year), Nintendo doesn't have much to worry about—it's even assured a place in the handheld hall of fame for having first invented the category.

GAME BOY COLOR

But that's not stopping Nintendo from hitting the portable market hard with the largest number of available titles: a library of 400 games that started way back in 1989. That's some history!

Moreover, the Game Boy Color takes the Game Boy Pocket to a slightly higher level. On the one hand, they're both the same size and feature standard headphone jacks, DC adapter ports, and link cable extensions (along with an infrared port for wireless transfers of data between Boys). On the other, the Game Boy Color also supports 8-bit color, displaying 52 colors simultaneously (out of a palette of 32,000). The Game Boy Color is even capable of supporting Nintendo's classic 8-bit NES games, such as Super Mario Bros.

Pokémon Silver

The Color's main flaw, like SNK's Pocket Color's, is its lack of contrast control. Games must be played under a direct light source, which is a real bummer. Even low light levels make it impossible to see what's going on.

SUMMARY

At $79.99, with games ranging from $12 to $30, the Game Boy Color is a great investment. But the Neo•Geo Pocket Color has better graphics for the same price. Should you sacrifice graphics for better games? The choice is in your hands.

▶ **Ka-ching! $79.99**

Let the Games Begin

Super Mario Bros.	Now
Ken Griffey Jr.'s Slugfest	Now
Legend of the Sea King	Spring '99
Yoda Stores	Spring '99
Duke Nukem	May
R-Type DX	June
Pokémon Pinball	Summer '99
Pokémon Yellow	September
Pokémon Gold	TBD
Pokémon Silver	TBD
Spy vs. Spy	TBD
Super Mario Bros. Deluxe	TBD

For more information, check out the Web site at ***http://www.nintendo.com.***

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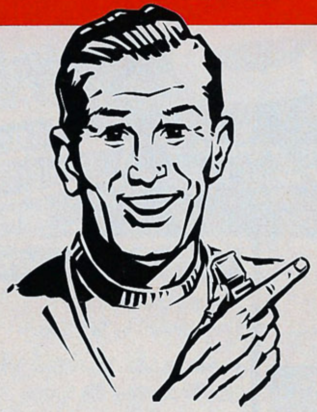
Super Mario Bros. Deluxe

Respected coach and video gameologist Tom "The Thumb" Blake says that in video games, only the strongest get to enter their initials on the high-score page. That's why Coach Blake recommends his personal

Two-Step Program to Bigger, Stronger Thumbs.

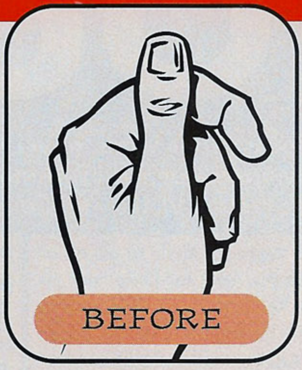


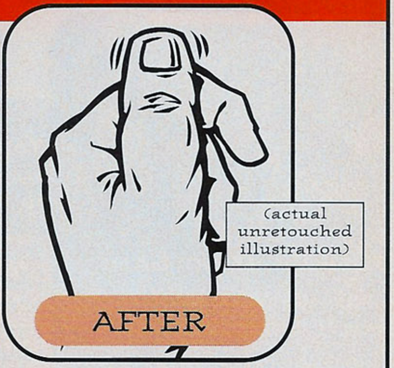
Step 1.

Buy the latest games at Target.

Step 2.

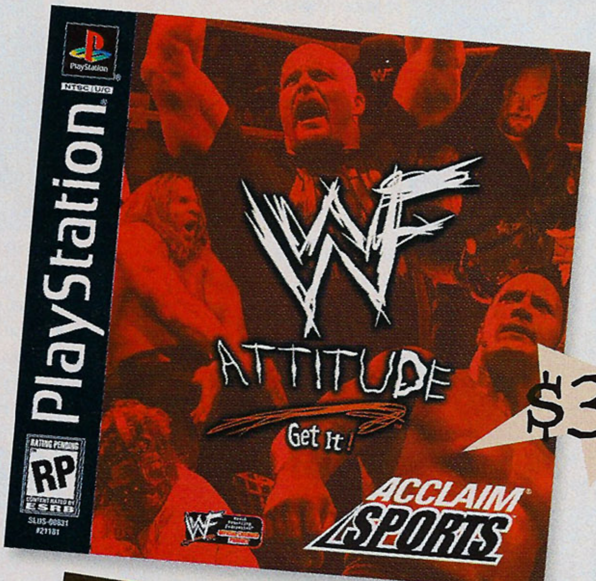
Play for eight to ten hours a day. You'll be on your way to bigger stronger thumbs in just six weeks.



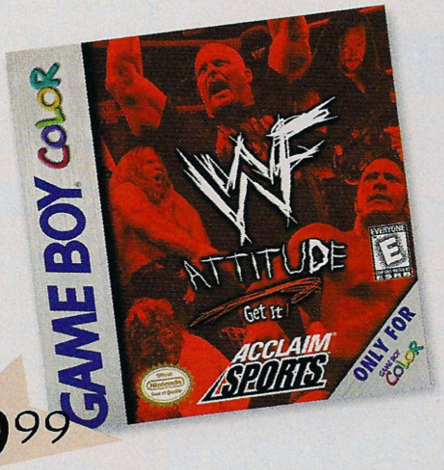


(actual unretouched illustration)

These are just a few of the games Coach Blake endorses for his program. Not only are they fun so you'll stick to the program, they fit easily under your bed for convenient storage.


PlayStation
WWF
ATTITUDE
Get It!
ACCLAIM SPORTS
RP

$39.99


GAME BOY COLOR
WWF
ATTITUDE
Get It
ACCLAIM SPORTS
ONLY FOR GAME BOY COLOR
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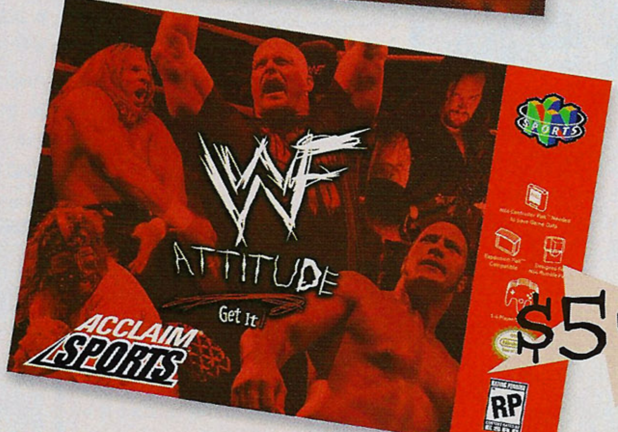
$29.99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$59.99

Nintendo 64 *WWF–Attitude* available July 27.
Date subject to change.

Get into the game.

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The 8th Annual GamePro Readers' Choice Awards

THE CHOICE IS YOURS

YOU'VE CAST YOUR VOTES, NOW LIVE WITH 'EM! HERE ARE THE WINNERS—YOUR WINNERS—OF THE 8TH ANNUAL GAMEPRO READERS' CHOICE AWARDS.

BY THE MAN IN BLACK AND FOUR-EYED DRAGON

BEST FIGHTING GAME

▶ **3RD PLACE:** WCW/NWO Revenge (Nintendo 64) by THQ

▶ **2ND PLACE:** Mortal Kombat 4 (Nintendo 64) by Midway Home Entertainment

AND THE WINNER IS:

▶ TEKKEN 3

(PLAYSTATION) BY NAMCO

THIS FIGHTER STILL RULES!

This category lends truth to the old *GamePro* saying that the only certainties in life are Mortal Kombat, pro wrestling, and taxes. But Tekken 3 proves that a thumb-busting 3D fighter still packs a powerful punch.

BEST ACTION/ ADVENTURE GAME

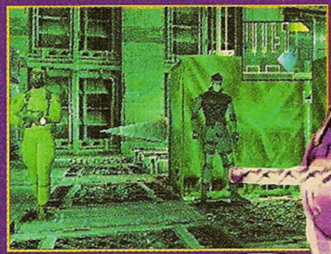
▶ **3RD PLACE:** Duke Nukem: Time To Kill (PlayStation) by GT Interactive

▶ **2ND PLACE:** Tomb Raider III: Adventures of Lara Croft (PlayStation) by Eidos Interactive

AND THE WINNER IS:

▶ METAL GEAR SOLID

(PLAYSTATION) BY KONAMI



YOU MADE A SOLID SELECTION HERE.

Sssshhh! We're still afraid to tell Major Mike that you went for Duke over his beloved Resident Evil 2. We suspect that Tomb Raider scored on reputation. Metal Gear, however, restored our faith in your judgment.

BEST DRIVING/ RACING GAME

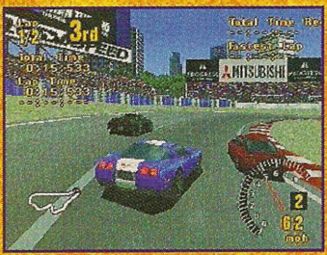
▶ **3RD PLACE:** Cool Boarders 3 (PlayStation) by 989 Studios

▶ **2ND PLACE:** Need for Speed III: Hot Pursuit (PlayStation) by Electronic Arts

AND THE WINNER IS:

▶ GRAN TURISMO

(PLAYSTATION) BY SONY COMPUTER ENTERTAINMENT AMERICA



THE HANDS-DOWN CHECKERED-FLAG WINNER.

It's pretty cool that Cool Boarders 3 garnered third place, and Need for Speed III is a great take on the racing genre. Gran Turismo totally deserves the checkered flag for '98.

BEST SHOOTER GAME

▶ **3RD PLACE:** Duke Nukem: Total Meltdown (PlayStation) by GT Interactive

▶ **2ND PLACE:** Turok 2: Seeds of Evil (Nintendo 64) by Acclaim

◀SNAKE (METAL GEAR SOLID)

AND THE WINNER IS:

▶ STAR WARS: ROGUE SQUADRON

(NINTENDO 64) BY NINTENDO

THE FORCE IS IN FORCE.

Some editors melted down when you guys rallied around Duke. Turok 2 was good-looking but workmanlike. Your votes for Rogue Squadron, however, did Scary Skywalker proud and restored our faith in the Force.

BEST ROLE-PLAYING GAME

▶ **3RD PLACE:** Parasite Eve (PlayStation) by Square EA

▶ **2ND PLACE:** Quest 64 (Nintendo 64) by THQ

AND THE WINNER IS:

▶ THE LEGEND OF ZELDA: OCARINA OF TIME

(NINTENDO 64) BY NINTENDO

A BONA-FIDE CLASSIC!

Hmmmm...Quest 64 beats out Parasite Eve, while Brave Fencer Musashi doesn't even make the cut? At least, The Legend of Zelda blew the doors off everything else in this category.

BEST BASEBALL GAME

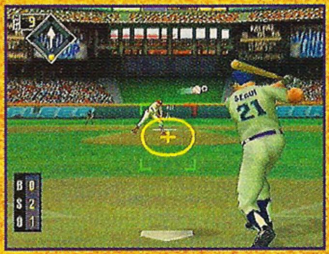
▶ **3RD PLACE:** MLB '99 (PlayStation) by 989 Sports

▶ **2ND PLACE:** Triple Play '99 (PlayStation) by EA Sports

AND THE WINNER IS:

▶ ALL-STAR BASEBALL '99

(NINTENDO 64) BY ACCLAIM SPORTS



BASEBALL AT ITS FINEST!

In this All-Star lineup, All-Star Baseball is definitely the clean-up hitter with great gameplay and outstanding visuals, while Triple Play and MLB are no-brainers for the two and three spots.

BEST FOOTBALL GAME

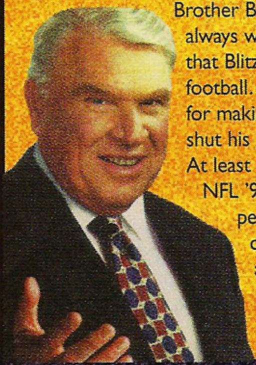
▶ **3RD PLACE:** NFL Blitz (PlayStation) by Midway Home Entertainment

▶ **2ND PLACE:** NFL Blitz (Nintendo 64) by Midway Home Entertainment

AND THE WINNER IS:

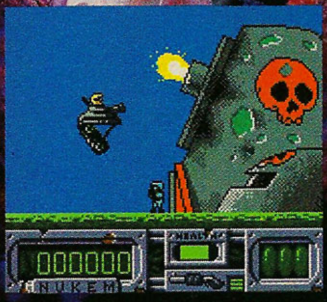
▶ MADDEN NFL '99

(NINTENDO 64) BY EA SPORTS



Brother Buzz is always whining that Blitz ain't football...thanks for making him shut his pie-hole. At least Madden NFL '99 is the people's choice as all-around champ.

YOUR GAME BOY®
IS ABOUT TO
BECOME A MAN.
DUKE NUKEM™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NUKEM

16 levels of all-color Nukem action, new weapons and killer enemies.

DUKE NUKEM
Your Game Boy is about to become a man!
GAME BOY COLOR
ONLY FOR GAME BOY COLOR
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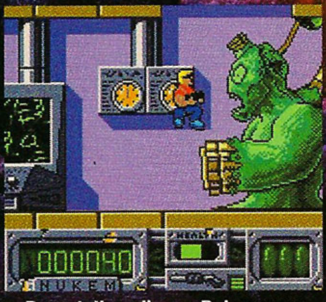
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NUKEM

Devastating all-new Duke moves that'll make you flip, crouch, walk hand-over-hand and shoot upwards!

FOR YOUR GAME BOY® COLOR.

TEEN
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BEST BASKETBALL GAME

▶ **3RD PLACE:** NBA Live '99 (Nintendo 64) by EA Sports

▶ **2ND PLACE:** NBA Jam '99 (Nintendo 64) by Acclaim Sports

AND THE WINNER IS:

▶ NBA LIVE '99

(PLAYSTATION) BY EA SPORTS

Nice match-up here: Two excellently crafted basketball sims mated with an in-your-face soopah hoopah. Just don't get Brother Buzz started on Jam versus real b-ball.

BEST SOCCER GAME

▶ **3RD PLACE:** World Cup '98 (Nintendo 64) by EA Sports

▶ **2ND PLACE:** FIFA '99 (PlayStation) by EA Sports

AND THE WINNER IS:

▶ FIFA '99

(NINTENDO 64) BY EA SPORTS

Wow! You kicked EA Sports into a clean sweep. The editors agree that FIFA deserves kudos even though no editor has ever played real soccer. That's that "other" football, right?

BEST HOCKEY GAME

▶ **3RD PLACE:** NHL Face Off '99 (PlayStation) by 989 Sports

▶ **2ND PLACE:** NHL '99 (Nintendo 64) by EA Sports

AND THE WINNER IS:

▶ NHL '99

(PLAYSTATION) BY EA SPORTS

The Rookie plays hockey and agrees with your choices. He carries a big stick (and he's missing teeth), so the rest of us agree, too.

BEST OTHER SPORTS GAME

▶ **3RD PLACE:** Knockout Kings (PlayStation) by EA Sports

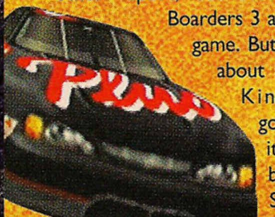
▶ **2ND PLACE:** NASCAR '99 (PlayStation) by EA Sports

AND THE WINNER IS:

▶ NASCAR '99

(NINTENDO 64) BY EA SPORTS

Air Hendrix went ballistic when you voted NASCAR '99 a winner as an "other" sport, but scored Cool Boarders 3 as a racing game. But yer right about Knockout Kings?—ya gotta hand it to the boys at EA Sports.



BEST PUZZLE GAME

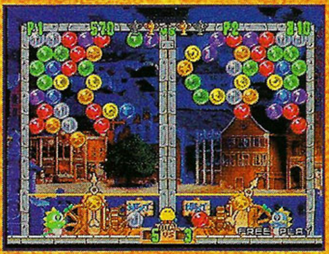
▶ **3RD PLACE:** Devil Dice (PlayStation) by THQ

▶ **2ND PLACE:** Jeopardy (PlayStation) by THQ

AND THE WINNER IS:

▶ BUST-A-MOVE 2: ARCADE EDITION

(NINTENDO 64) BY ACCLAIM



BUST-A-MOVE PROVES THAT SIMPLE IS SIMPLY THE BEST!

This year's Awards have burst many a *GamePro* editorial bubble, but the editors agree with you about Bust 2 and Jeopardy. They're certainly among our puzzle favorites. Writer Boba Fatt actually enjoyed Devil Dice!

BEST STRATEGY GAME

▶ **3RD PLACE:** Riven (PlayStation) by Acclaim

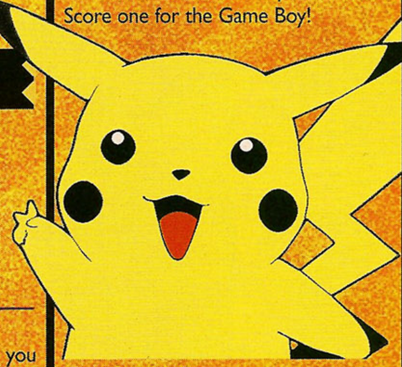
▶ **2ND PLACE:** Bust-A-Groove (PlayStation) by 989 Studios

AND THE WINNER IS:

▶ POKÉMON

(GAME BOY) BY NINTENDO

This category's all over the place! The editors don't understand your Riven selection, and we rhythmically challenged bozos laughed when Miss Spell championed Bust-A-Groove. Who's laughing now? However, whether Red or Blue, Pokémon's an awesome phenomenon. Score one for the Game Boy!



BOY POWER!

BEST ARCADE GAME

▶ **3RD PLACE:** Harley-Davidson & L.A. Riders by Sega

▶ **2ND PLACE:** Marvel vs. Capcom by Capcom Coin-Op, Inc.

▶ LINK (THE LEGEND OF ZELDA: OCARINA OF TIME)

AND THE WINNER IS:

▶ NFL BLITZ '99

BY MIDWAY

Not a bad arcade selection, gang. The *GamePro* editors would play these games for a dollar any time.

BEST PC GAME

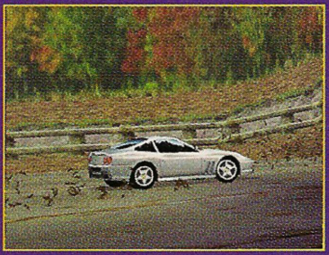
▶ **3RD PLACE:** Half-Life by Sierra Studios

▶ **2ND PLACE:** StarCraft by Blizzard Entertainment

AND THE WINNER IS:

▶ NEED FOR SPEED III: HOT PURSUIT

BY ELECTRONIC ARTS



SPEED FREAKS!

Half-Life and StarCraft are certainly among the top PC games, and those Need for Speeders certainly voted in force. You people really like Electronic Arts, you really do.

BEST CONSOLE GAME

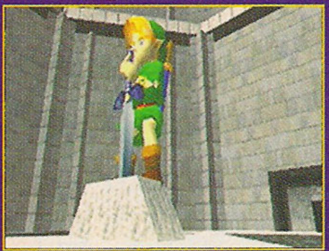
▶ **3RD PLACE:** Resident Evil 2 (PlayStation) by Capcom

▶ **2ND PLACE:** Metal Gear Solid (PlayStation) by Konami

AND THE WINNER IS:

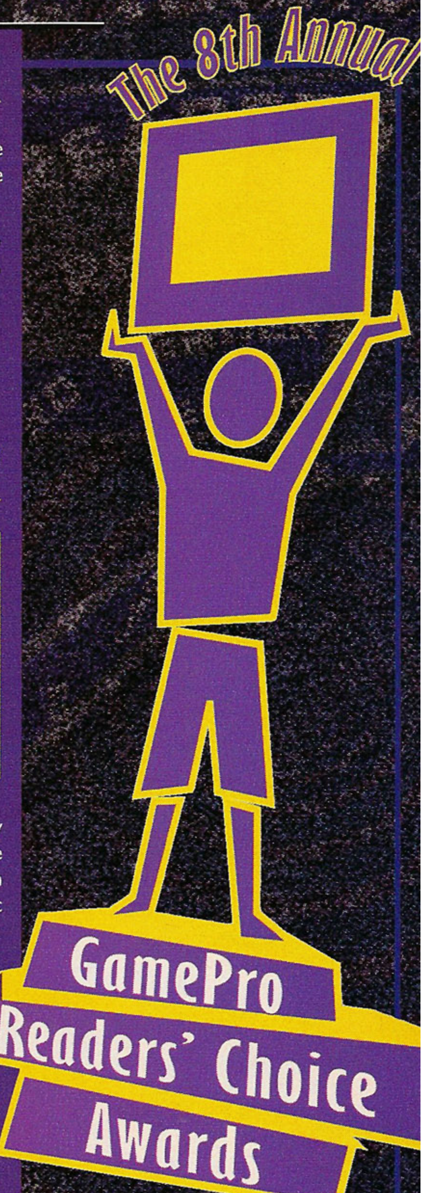
▶ THE LEGEND OF ZELDA: OCARINA OF TIME

(NINTENDO 64) BY NINTENDO



TIME WAITS FOR NO ONE.

What d'ya know? We finally agree on one category. The three games here are tops by any standard. Kudos again to The Legend of Zelda: Ocarina of Time for being the best of the best, at least with all you refined *GamePro* readers.



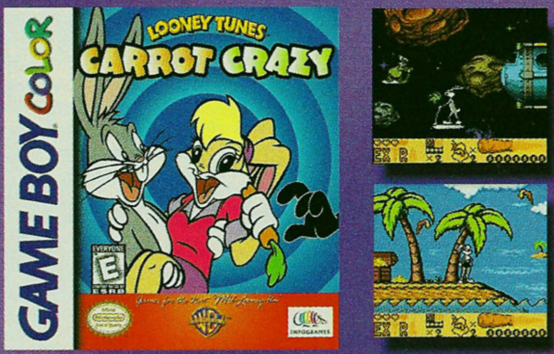
THE WINNERS

Here are the number of R.C. Awards your favorite game companies earned, regardless of place.

EA SPORTS	12
NINTENDO	4
THQ	4
ACCLAIM	3
MIDWAY HOME ENTERTAINMENT	3
989 SPORTS	2
989 STUDIOS	2
ACCLAIM SPORTS	2
ELECTRONIC ARTS	2
GT INTERACTIVE	2
KONAMI	2
BLIZZARD	1
CAPCOM	1
CAPCOM COIN-OP, INC.	1
EIDOS INTERACTIVE	1
MIDWAY	1
NAMCO	1
SEGA	1
SIERRA STUDIOS	1
SONY COMPUTER ENTERTAINMENT AMERICA	1
SQUARE EA	1

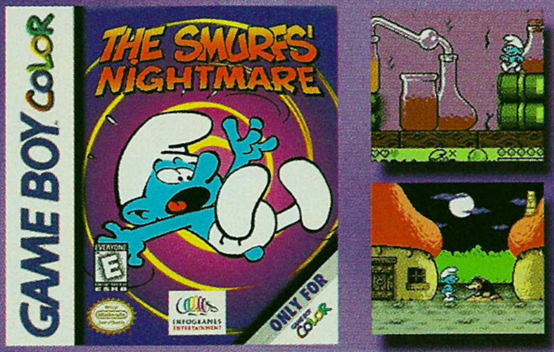
Let Infogrames Put Some Color Back In Your Life!

LOONEY TUNES CARROT CRAZY


GAME BOY COLOR
LOONEY TUNES
CARROT CRAZY
INFOGRAMES

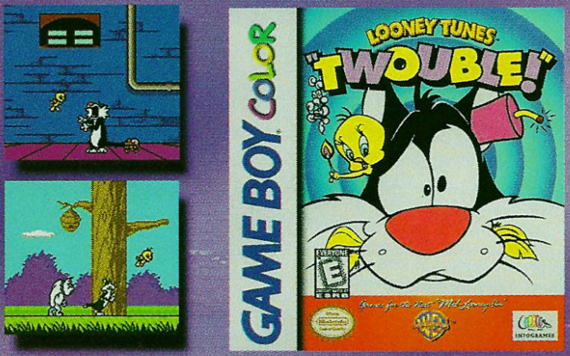
Bugs Bunny and Lola Bunny wake up to find their carrot patch is empty! You can bet your crunchy carrots that other Looney Tunes characters are involved too. Enjoy classic side-scrolling game play throughtout 16 colorful and challenging levels!

THE SMURFS' NIGHTMARE


GAME BOY COLOR
THE SMURFS' NIGHTMARE
INFOGRAMES
ONLY FOR COLOR

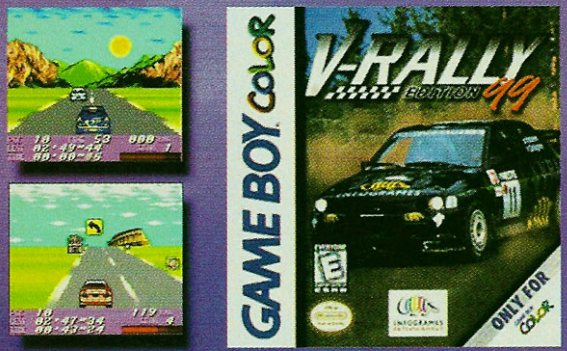
What a smurfin' catastrosmurf! Gargamel cast a terrible spell on the Smurfs' village. All the Smurfs, except for Hefty, are trapped inside their worst nightmares. So quick! Help him rescue his friends in more than 16 stages of fun designed only for Game Boy Color!

LOONEY TUNES TWOUBLE


GAME BOY COLOR
LOONEY TUNES
"TWOUBLE!"
INFOGRAMES

Sylvester's on the prowl again, spelling "TWOUBLE" for little Tweety. "TWOUBLE" is a colorful combination of side-scrolling and isometric game play. Meet other Looney Tunes characters as you collect, combine, and push objects throughout Granny's neighborhood!

V-RALLY EDITION 99


GAME BOY COLOR
V-RALLY EDITION 99
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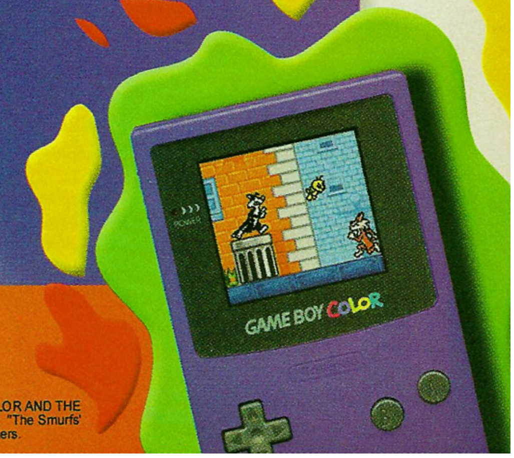
GAME BOY COLOR


GAME BOY COLOR

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BY DAN ELEKTRO

- Published by Microsoft
- $39.99
- Available June
- Racing
- 8 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0

MIDTOWN MADNESS

Recommended System Requirements

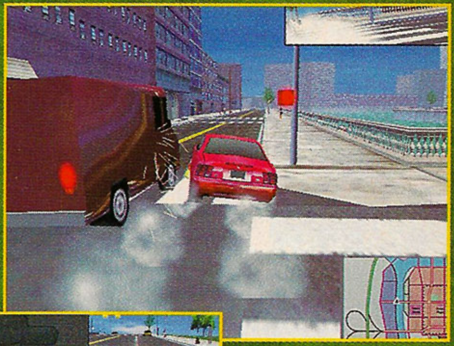
- Pentium 233
- 32 MB RAM
- 170 MB on HD
- 4X CD-ROM
- DirectX video card
- 3D accelerator

LOOKING FOR A fresh take on racing games? Check out Midtown Madness, an unrestricted romp through Chicago that'll make your O'Hare stand on end.

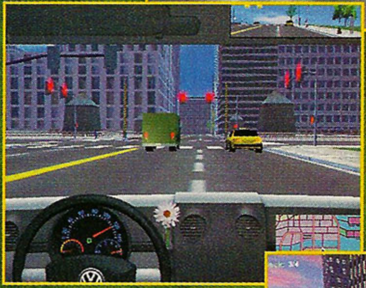
WACKER RACES

Midtown Madness unleashes drivers into midtown Chicago, which is complete with landmarks like Wrigley Field, Wacker Drive, and the El train. The city lives and breathes, too—pedestrians dive out of your way, law-abiding commuters shuttle to and from work, and police cruisers patrol the streets just waiting for some nutcase to fly by in a Cadillac doing 120 mph. MM's cars range from cuddly New Beetles to muscular Mustangs—there's even the occasional city bus and tractor trailer thrown in. Varying weather and time-of-day effects keep things interesting—especially the ultimate challenge of snowy nighttime races.

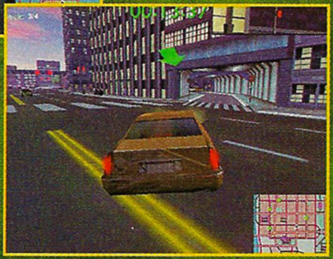
Midtown Madness's wide open, race-wherever-you-want-to courses are its greatest strength. You're not only encouraged to choose your own path between checkpoints, but you must also often do so to finish under the time limit. You're rewarded for your exploration in the form of alleyways and shopping-mall shortcuts, Blues Brothers–style. Cruise mode even lets you explore the city and wreak total havoc without any time limits.



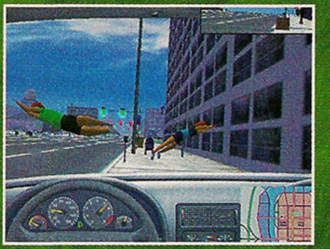
▶ PROTIP: You'll take less damage from side-swiping a car than from something immobile like a tree or a traffic light.



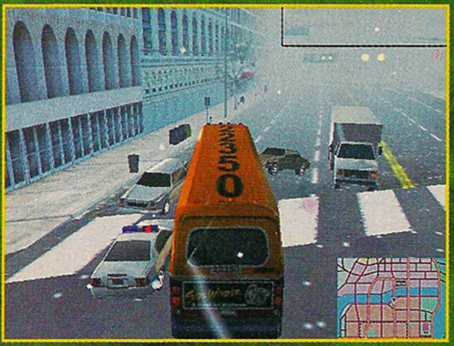
◀ PROTIP: When sneaking between two stopped cars at an intersection, use the line on the road as your center guide. With practice, you'll sail right through.



PROTIP: When driving the Under The El Blitz race, follow the tracks until the final checkpoint, then cut right across the asphalt and look for a small shortcut tunnel.



◀ If you try to run over pedestrians, they'll leap to safety or flatten themselves against a wall. This isn't Carmageddon, after all!



PROTIP: When cops or opponents get cozy and slide up next to you, steer them into oncoming traffic or roadside obstacles.

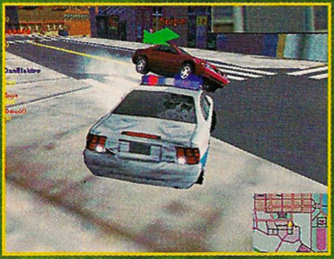
WINDING THROUGH THE WINDY CITY

Graphically, Chicago never looked better. Details include trash cans that spew garbage on impact, shadows from clouds floating overhead, and reflections on cars. However, the frame rate stutters in MM's external views, and the cool effects negatively affect the game's performance. The light funk/dance/rock soundtrack is antiseptically pleasant, but skippable. The thickly accented announcer and angry drivers sound nice, but the cops sound like they're reading an eye chart instead of reading you your rights with emotionless quips like "I guess you weren't feeling lucky, huh, punk?"

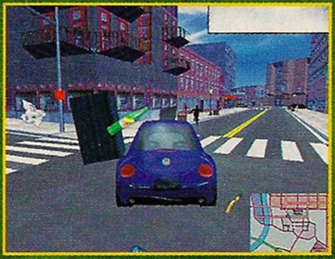
With its arcade goals and simulation physics, Midtown can be frustrating—you have to drive recklessly to win, but it's hard to finish the race wreckless. Thankfully, you can adjust the physics to make the game as arcadey as you want.

STAY OFF THE SIDEWALK

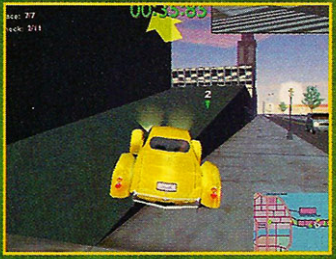
While the game desperately needs an instant replay feature, MM still satisfies with lots of car carnage—especially in multiplayer mode, which features a fun game of cops and robbers. Midtown Madness is delightfully off the beaten track—it's definitely an effective cure for traditional racers. G



PROTIP: The police will never arrest you–but they will try to incapacitate your car by force. You should do the same in Cops & Robbers mode.



PROTIP: Hit roadside objects like dumpsters and lampposts to impede the progress of anyone following behind you.



PROTIP: On the North River Run Checkpoint race, take a shortcut through the raised parking lot between the two checkpoints located on Navy Pier.

GRAPHICS 4.5

Midtown Madness's reflections, shadows, clouds, and smooth textures look nice, but they negatively affect the game's performance. Your Midtown merriment will greatly depend on the quality of your video card.

SOUND 4.0

The sterile soundtrack neither hurts nor helps, but the other drivers calling you a maniac is a sweet touch. Still, there's no excuse for those boring police voices.

CONTROL 4.0

While the sharp, almost too-responsive controls are totally adjustable for a keyboard, mouse, joystick, or gamepad, a force-feedback steering wheel is the only way to go.

FUN FACTOR 5.0

Midtown Madness offers a wild abandon and wanton disregard for traffic safety that no other driving game can provide. Hopefully, this trip through Chicago will be the first in a cross-country tour.

NO HYPE, NO HASSLE, JUST HARD MUSIC

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NO MORE CARDS TO RETURN!
NO AUTOMATIC SHIPMENTS!

Rob Zombie—*Hellbilly Deluxe* (Geffen) E ★	**257428**
Nativity In Black: A Tribute To Black Sabbath—White Zombie, Sepultura, more. (Concrete/Columbia)	111435
Aerosmith—*Big Ones* (Geffen)	111468
Nirvana—*MTV Unplugged In New York* (DGC)	111476
"Heavy Metal" (Elektra)	122416
White Zombie—*Astro-Creep* (Geffen) E	123224
Everclear—*Sparkle And Fade* (Capitol)	130070
Ozzy Osbourne—*Diary Of A Madman* (Remastered) (Epic)	136390
Ozzy Osbourne—*Bark At The Moon* (Remastered) (Epic)	136408
Ozzy Osbourne—*Blizzard Of Ozz* (Remastered) (Epic)	136424
Ozzy Osbourne—*No More Tears* (Remastered) (Epic)	136432
Europe—*1982-1992* (Epic)	138032
Ozzy Osbourne—*Ozzmosis* (Epic)	141481
Alice In Chains (Columbia)	142331
Stabbing Westward—*Wither Blister Burn + Peel* (Columbia)	148858
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The Best Of Warrant (Legacy) E ★	153411
Rage Against The Machine—*Evil Empire* (Epic) E	156695
Brian Setzer Orchestra—*Guitar Slinger* (Interscope) ★	163451
Type O Negative—*October Rust* (Roadrunner)	165977
Eric Clapton—*Slowhand* (Remastered) (A&M/Polydor) ★	166256
311—*Music* (Capricorn) E ★	169201
The Cult—*High Octane Cult* (Reprise)	171371
Marilyn Manson—*Antichrist Superstar* (Nothing/Interscope) E	171579
No Doubt (Interscope) ★	172379
Poison—*Greatest Hits* (Capitol)	175323

Limp Bizkit—*Three Dollar Bill Y'all* (Flip/Interscope) E ★	**214429**
Marilyn Manson—*Portrait Of An American Family* (Interscope) E	178491
Marilyn Manson—*Smells Like Children* (Interscope) E	178509
Nine Inch Nails—*Further Down The Spiral* (EP) (Nothing/Interscope) ★	180661
Silverchair—*Freak Show* (Enhanced CD) (Epic)	181099
Kiss—*Greatest Kiss* (Mercury)	188110
Rush—*2112* (Remastered) (Mercury)	194431
Rush—*Retrospective 1 (1974-1980)* (Mercury)	194472
Black Sabbath—*Paranoid* (Warner Bros.)	200014
Cinderella—*Once Upon A...* (Mercury)	210740
Rush—*Moving Pictures* (Remastered) (Mercury) ★	211961
Boston—*Greatest Hits* (Epic)	212464
Sugar Ray—*Floored* (Lava/Atlantic) E ★	212852
Rush—*Exit... Stage Left* (Remastered) (Mercury) ★	214361
Rainbow—*The Very Best Of* (Polydor/Chronicles) ★	215913
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Two—*Voyeurs* (Nothing/Interscope) ★	238386
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Royal Crown Revue—*The Contender* (Warner Bros.) ★	257667
Marilyn Manson—*Remix & Repent* (EP) (Nothing/Interscope) E ★	260075
Soul Coughing—*El Oso* (Slash/Warner Bros.) ★	260315
Jon Spencer Blues Explosion—*Acme* (Matador/Capitol) ★	260331

Korn—*Follow The Leader* (Immortal/Epic) E ★	**257444**
Dream Theater—*Once In A Livetime* (Elektra) ★ 🟥	260372
Cake—*Prolonging The Magic* (Capricorn)	261115
Prodigy—*Music For The Jilted Generation* (XL/Mute) ★	262303
Extreme Championship Wrestling—White Zombie, Megadeth, Anthrax, Motörhead, more. (CMC International) ★	263186
Aerosmith—*A Little South Of Sanity* (Geffen) E 🟥	263632
Beck—*Mutations* (DGC)	265918

Hardcore

Machine Head—*Burn My Eyes* (Roadrunner)	107094
Korn (Immortal/Epic) E	108704
Fear Factory—*Demanufacture* (Roadrunner) E	134304
Down—*Nola* (EastWest) E	135889
Anthrax—*Stomp 442* (Elektra)	140038
Sepultura—*Roots* (Roadrunner)	150854
Pantera—*The Great Southern Trendkill* (EastWest) E	155713
Korn—*Life Is Peachy* (Enhanced CD) (Immortal/Epic) E	167726
Sepultura—*Chaos A.D.* (Roadrunner) ★	171132
Sick Of It All—*Built To Last* (EastWest) ★	182626
Crowbar—*Broken Glass* (Pavement Music) ★	186239
Coal Chamber (Roadrunner) ★	187955
Machine Head—*The More Things Change...* (Roadrunner) ★	187997
Fear Factory—*Remanufacture (Cloning Technology)* (Roadrunner)	212795
Megadeth—*Cryptic Writings* (Capitol)	212845
Sepultura—*Blood-Rooted* (Roadrunner)	218404
Pantera—*Official Live* (Elektra) E	219287
Obituary—*Back From The Dead* (Enhanced CD) (Roadrunner) ★	234088
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Madball—*Ball Of Destruction* (Century Media) ★	234930
Stuck Mojo—*Rising* (Century Media) ★	238394
Ultraspank (Epic) ★	239541
Morbid Angel—*Formulas Fatal To The Flesh* (Earache) ★	242248
Soulfly (Roadrunner) ★	245464
Kilgore—*A Search For A Reason* (Unsound/Revolution) ★	245472
Cold (Flip/A&M) E ★	247692
Slayer—*Diabolus In Musica* (American/Columbia) E ★	248690
System Of A Down (Columbia) E ★	251744
Motörhead—*Sacrifice* (CMC International) ★	253062
Vision Of Disorder—*Imprint* (Roadrunner) ★	255489
Fear Factory—*Obsolete* (Roadrunner) ★	255497
Flotsam And Jetsam—*Unnatural Selection* (Metal Blade) ★	269639
Faith No More—*The Real Thing* (Reprise/Slash)	387399
Pantera—*Cowboys From Hell* (ATCO) E	410332
Pantera—*Vulgar Display Of Power* (ATCO) E	435305
Megadeth—*Countdown To Extinction* (Capitol)	444489
Slayer—*Reign In Blood* (American) E	462226
Slayer—*South Of Heaven* (American) E	462242
Pantera—*Far Beyond Driven* (EastWest) E	468926
Life Of Agony—*River Runs Red* (Roadrunner) E	477125
Biohazard—*State Of The World Address* (Warner Bros.) E	484725

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Sepultura
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311—*Live* (Capricorn) E ★	**266619**
Steve Vai—*Flex-Able Leftovers* (Epic) E ★	**266692**
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Pushmonkey (Arista) ★	**271296**
A Call To Irons 2: A Tribute To Iron Maiden—Steel Prophet, Prototype, more. (Dwell Records) ★	**271429**
Marvelous 3—*Hey! Album* (Elektra) ★	**271783**
Bon Jovi—*7800° Fahrenheit* (Remastered) (Mercury) ★	**273185**
Bon Jovi—*Slippery When Wet* (Mercury) ★	**273227**

AC/DC
BACK IN BLACK

AC/DC
Back In Black
(Remastered) (ATCO)
120337

PSYCHO-CIRCUS
KISS

Kiss
Psycho-Circus
(Enhanced CD) (Mercury) ★
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AC/DC

AC/DC—*Let There Be Rock* (Remastered) (ATCO)	**102384**
AC/DC—*Powerage* (Remastered) (ATCO) ★	**102392**
AC/DC—*If You Want Blood* (Remastered) (ATCO)	**102400**
AC/DC—*Flick Of The Switch* (Remastered) (ATCO)	**102418**
AC/DC—*'74 Jailbreak* (Remastered) (ATCO)	**102426**
AC/DC—*Highway To Hell* (Remastered) (ATCO)	**120311**
AC/DC—*Ballbreaker* (EastWest)	**135830**
AC/DC—*Who Made Who* (Atlantic)	**345371**
AC/DC—*The Razors' Edge* (ATCO)	**410662**
AC/DC—*Live* (ATCO)	**453217**
AC/DC—*For Those About To Rock, We Salute You* (Remast.) (Atlantic)	**487512**
AC/DC—*High Voltage* (Remastered) (Atlantic)	**487520**
AC/DC—*Dirty Deeds Done Dirt Cheap* (Remastered) (Atlantic)	**488866**

RAMMSTEIN
Sehnsucht

Rammstein
Sehnsucht
(Slash) ★ **249821**

Van Halen (Warner Bros.)	**286807**
Sex Pistols—*Never Mind The Bollocks* (Warner Bros.)	**296863**
Van Halen—*Women And Children First* (Warner Bros.)	**302398**
Judas Priest—*British Steel* (Columbia)	**303206**
Judas Priest—*Screaming For Vengeance* (Columbia)	**315788**
Beastie Boys—*Licensed To Ill* (Def Jam) E	**351692**

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Van Halen—*OU812* (Warner Bros.) E	**369371**
Ramones—*Ramones Mania* (Sire)	**371450**
Skid Row (Atlantic) E	**379602**
Aerosmith—*Pump* (Geffen)	**388009**
Black Sabbath—*We Sold Our Soul For Rock 'n' Roll* (Warner Bros.)	**404632**
Jane's Addiction—*Ritual De Lo Habitual* (Warner Bros.)	**407098**
Alice In Chains—*Facelift* (Columbia)	**414292**
Van Halen—*For Unlawful Carnal Knowledge* (Warner Bros.)	**420273**
Best Of Twisted Sister (Atlantic) E	**435800**
Nirvana—*Nevermind* (DGC)	**442046**
White Zombie—*La Sexorcisto: Devil Music, Vol. 1* (Geffen) E ★	**442079**
Guns N' Roses—*Use Your Illusion I* (Geffen) E	**442087**
Best Of White Lion (Atlantic)	**446278**
Rage Against The Machine (Epic/Associated) E	**451138**
Jackyl (Geffen) E ★	**451450**
Aerosmith—*Get A Grip* (Geffen)	**458075**
Judas Priest—*Metal Works '73-'93* (Columbia) ■	**459412**
Danzig (American) E	**462366**
Stone Temple Pilots—*Purple* (Atlantic)	**465963**

Orgy—*Candyass* (Elementree/Reprise) ★	**268094**
Nirvana—*In Utero* (DGC)	**467159**
The Best Of Great White (Capitol)	**469833**
Guns N' Roses—*The Spaghetti Incident?* (Geffen) E ★	**472837**
Nine Inch Nails—*The Downward Spiral* (TVT/Interscope) E	**476739**
Helmet—*Betty* (Interscope)	**486381**
Whitesnake's Greatest Hits (Geffen)	**488460**
Van Halen—*Balance* (Warner Bros.)	**110866**
Filter—*Short Bus* (Reprise)	**125997**
Ratt—*Ratt & Roll 8191* (Atlantic)	**427799**
"Judgment Night"—Slayer, Helmet, Biohazard, Faith No More, more. (Immortal/Epic) E	**466474**
Type O Negative—*Bloody Kisses* (Roadrunner) E	**469023**
Bauhaus 1979-1983, Vol. I (Beggars Banquet/Atlantic) ★	**114207**
Motörhead—*King Biscuit Flower Hour Presents* (King Biscuit) ★	**227447**
CIV—*Thirteen Day Getaway* (Lava/Atlantic) ★	**241612**
Gilby Clarke—*The Hangover* (Paradigm) ★	**258236**
Bruce Dickinson—*The Chemical Wedding* (CMC International) ★	**259515**
"Bride Of Chucky"—Stabbing Westward, White Zombie, Slayer, more. (CMC International) ★	**261123**
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	7.
1.	8.
2.	9.
3.	10.
4.	11.
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6.	12.

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▶ If the application is missing write to: Play from Columbia House, 1400 North Fruitridge Avenue,Terre Haute, Indiana 47811-1130

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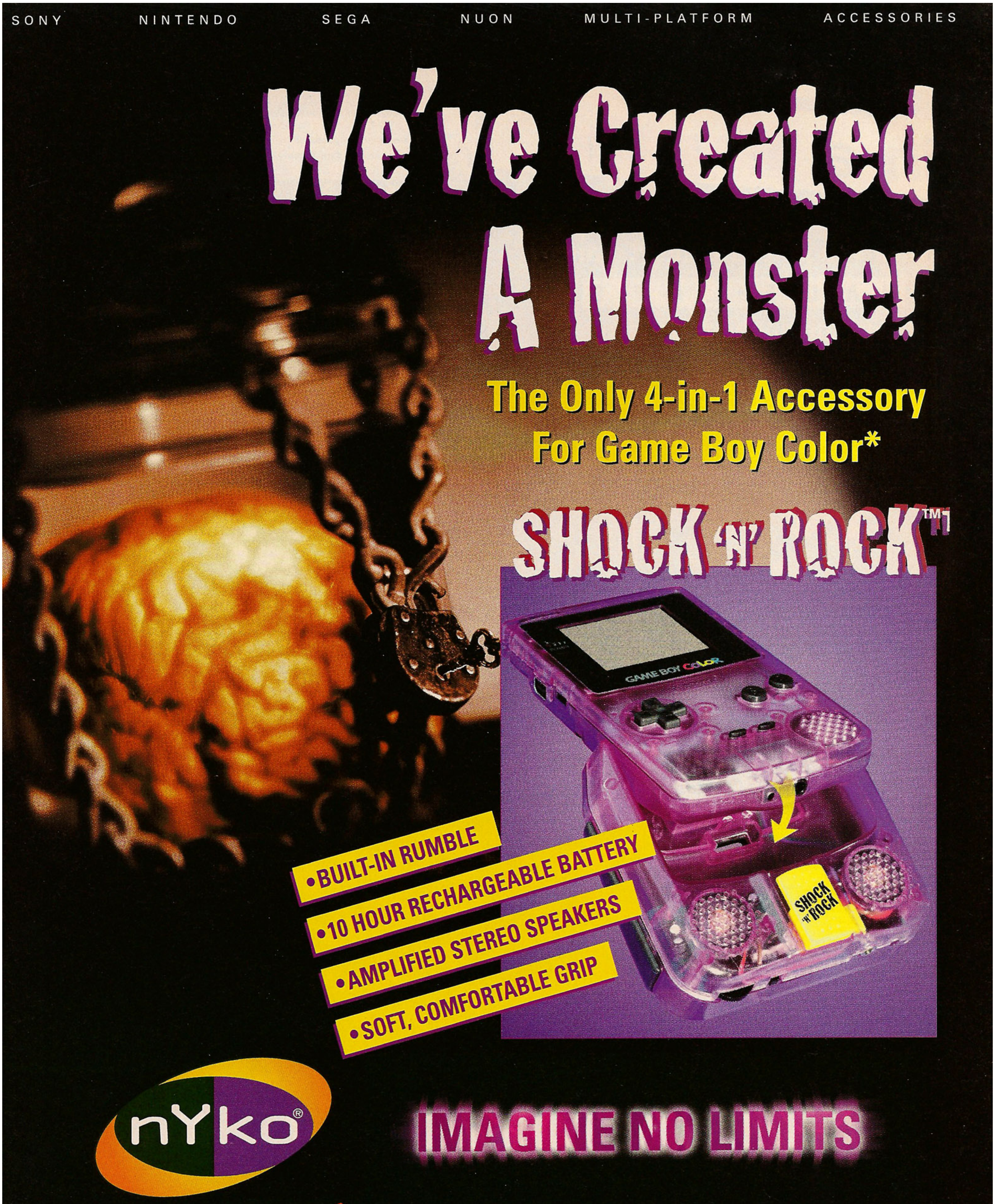
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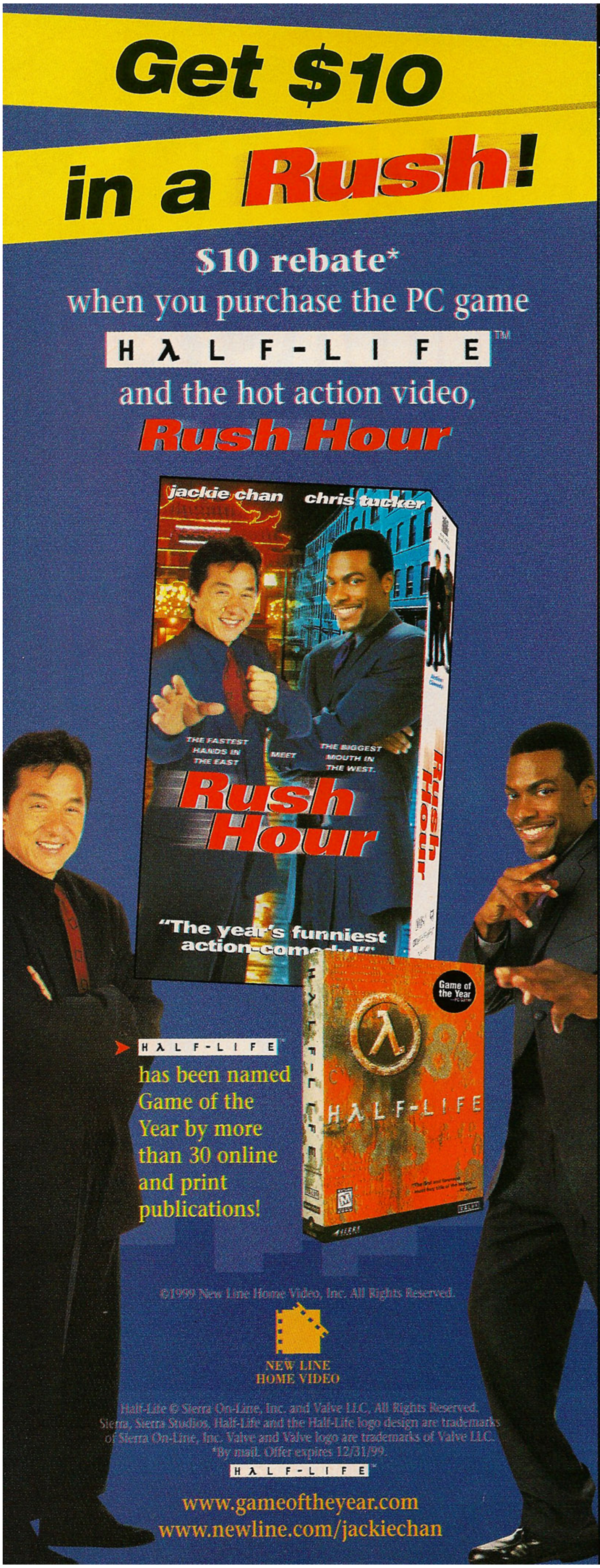
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HALF-LIFE™

www.gameoftheyear.com
www.newline.com/jackiechan

BY DAN ELEKTRO

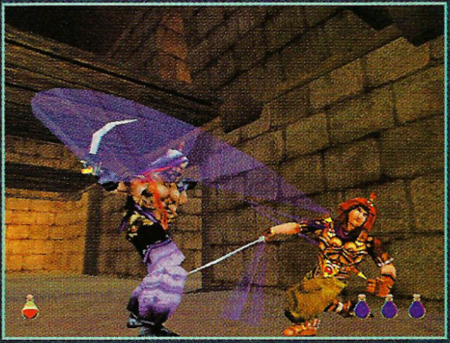
- Developed and published by Red Orb
- Target release date: October

FIRST LOOK

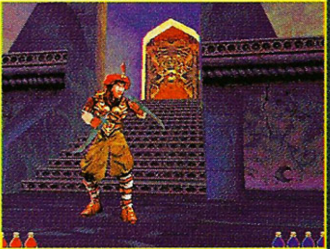
WINDOWS 95/98

Prince of Persia 3D

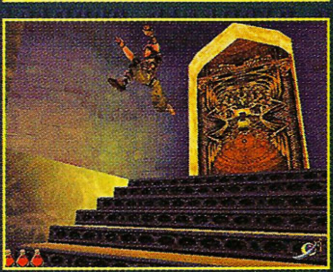
A CLASSIC RETURNS in full-bodied fashion with Prince of Persia 3D, the long-awaited third installment in the legendary action/adventure series. The Prince and Princess have at last been married—only to be split up and kidnapped by King Assan. As the Prince, you once again wake up in prison without weapons and have to escape to rescue your bride.

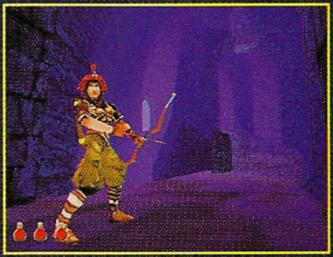


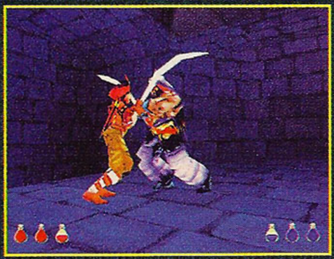
Mind you, it won't take long to collect a few implements of destruction: The Prince can find various swords, staves, arrows, and hand-blade weapons during his travels through 15 levels and 7 environments. About 30 percent of the game will be sword-fighting; the rest is puzzle solving, avoiding pitfalls, and sneaking past guards. Think of it as Metal Gear Solid—in 12th century Persia.

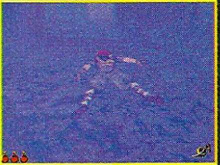


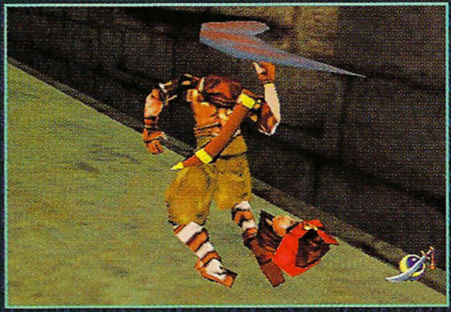
Part of POP's appeal has always been its devious traps—spikes that spring from floors, blades slicing out from walls—and POP3D will be no exception, featuring a mix of old and new gory surprises such as pressure plate traps, catapults, and decapitators. The Prince of Persia saga continues this fall.

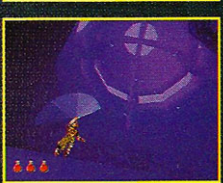




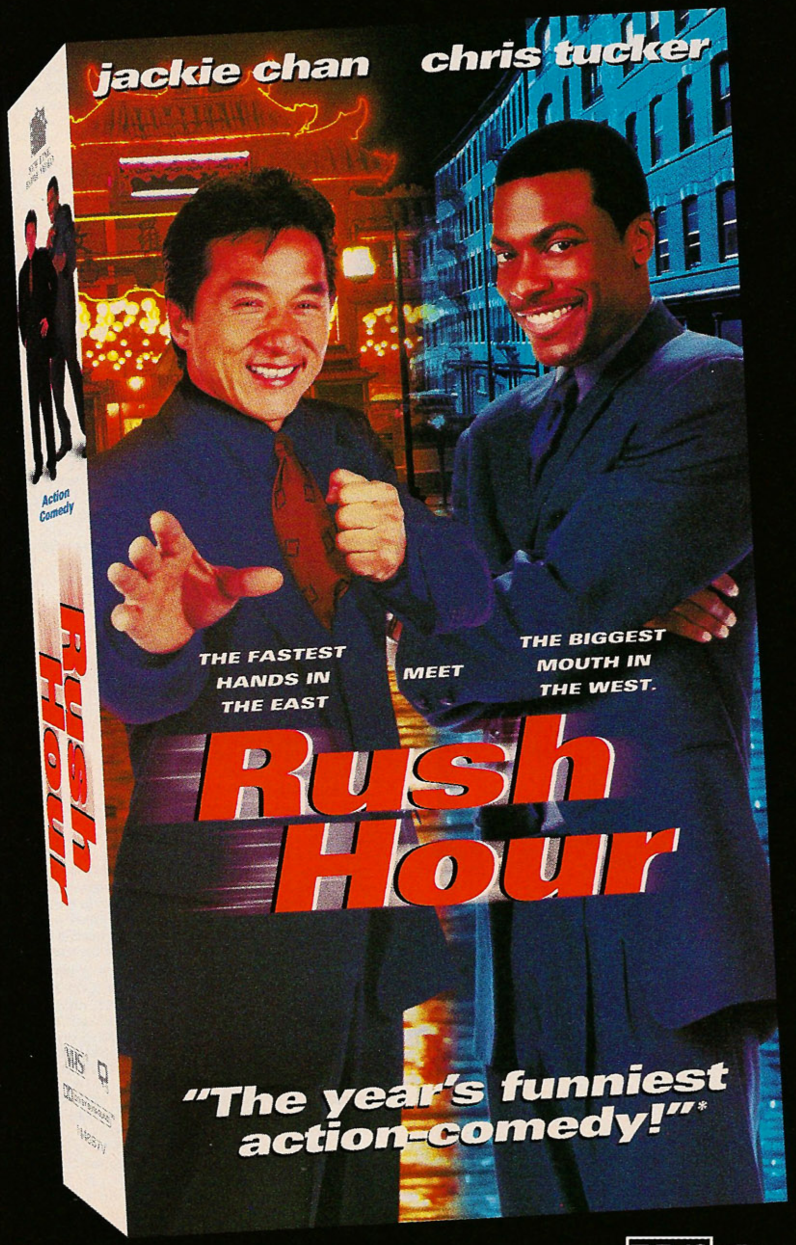








FEEL THE RUSH!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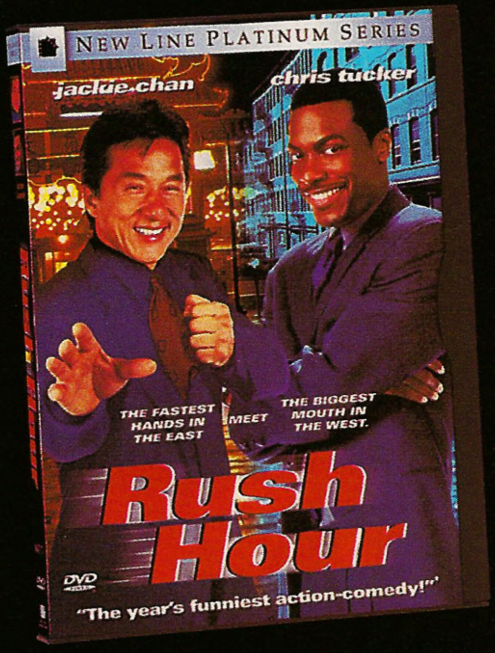
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HOME VIDEO

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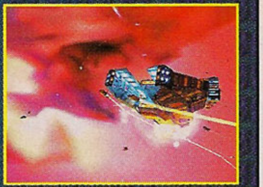
DVD VIDEO

BY BAD HARE

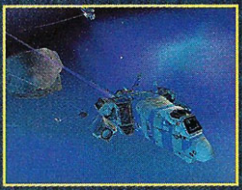
- Developed by Relic Entertainment
- Published by Sierra Studios
- Target release date: June

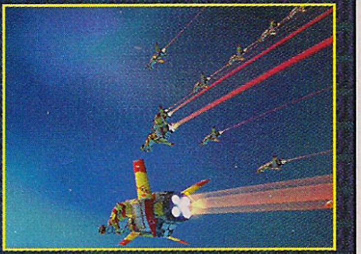
Windows 95/98

FIRST LOOK

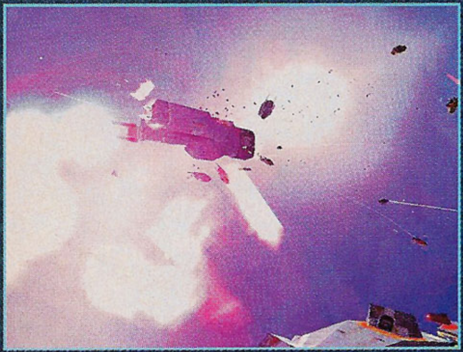


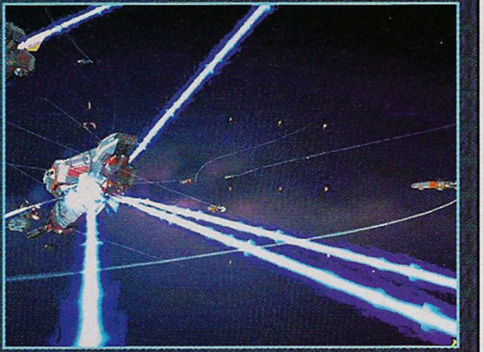
Homeworld





MYTH TOOK THE real-time strategy genre into 3D, and Homeworld stands to be the genre's next evolutionary step. Set in deep space, Homeworld challenges players to command warships which can attack (or be attacked) from all sides during battle. Of course, you'll need to harvest resources between skirmishes (or salvage parts from defeated fleets). Homeworld promises unsurpassed graphical detail, a great plot, plenty of multiplayer options, and an intuitive interface. The screens look awesome; let's hope the gameplay follows suit.



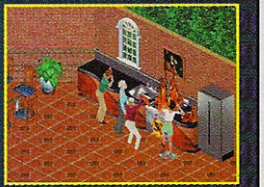


BY BAD HARE

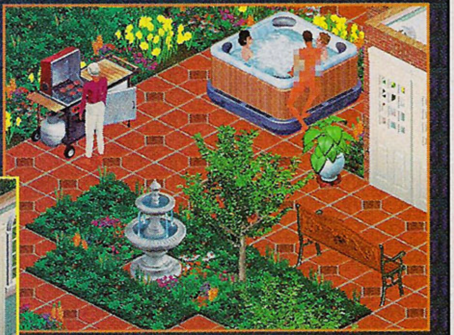
- Developed and published by Maxis
- Target release date: Winter '99

Windows 95/98

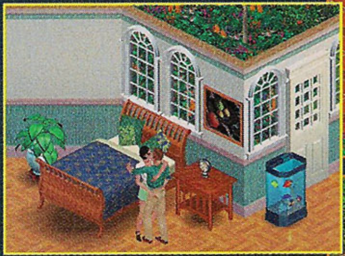
FIRST LOOK

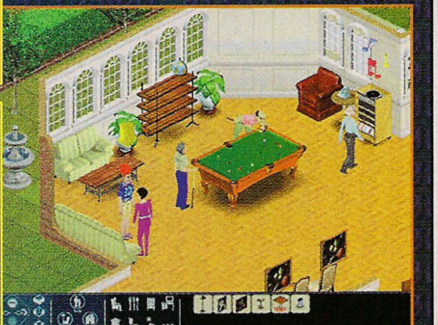


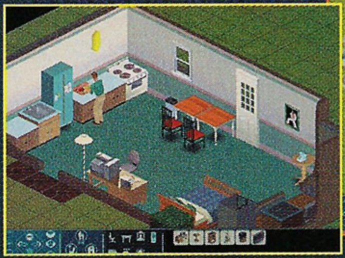
The Sims



SURE, YOU'VE BUILT the roads and buildings in SimCity—but do you really know who lives there? You'll get to meet the residents up close and personal in The Sims, wherein you control the lives of an actual suburban family and help them get ahead in life. You'll design their house, help them throw parties, see them shoot pool, watch them fall in love, even deal with everyday crises. It sounds a little strange, but so did SimCity when that came out, and this personalized soap opera could prove just as intriguing.







NABISCO 1999 Chips Ahoy! Chipless Cookie Quest—Blue Bag
OFFICIAL RULES

NO PURCHASE NECESSARY. Open only to legal U.S. residents. Game void where prohibited. Game starts on or about June 21, 1999 and ends on December 31, 1999. Winning game pieces will be randomly seeded inside specially marked 18 oz. packages of Chips Ahoy! Cookies. If you find a bag full of chipless Chips Ahoy! cookies and a game piece stickered inside a package, you win the amount of cash indicated, subject to verification. Packages with second prize winning game pieces do not have chipless cookies. Game piece must be submitted, as described below, before a prize will be awarded.

ALTERNATE METHOD OF PARTICIPATION. For a chance to win without a purchase, clearly hand-print your name, complete address, date of birth, daytime phone number on a postcard. Mail to: Chips Ahoy! Chipless Quest Entry, Dept. A, P.O. Box 3806, St. Cloud, MN 56397-3806. Requests must be postmarked by December 31, 1999 and received by January 6, 2000. No mechanical reproductions or photocopies of requests will be accepted. Each request must be mailed separately. One game play per request. Only winners will be notified by mail.

PRIZE CLAIMS. To redeem a potential grand or first prize winning game piece, send the original game piece with the following information typed or printed on a 3x5 card: your name, complete address, date of birth, and daytime phone number to: Chips Ahoy! Chipless Quest Prize Claims, P.O. Box 3796, St. Cloud, MN 56397-3796. Retain a photocopy of your game piece for your records. All grand and first prize claims must be mailed, certified mail (return receipt requested), and received by January 6, 2000. Upon verification, winners will be notified by mail. To redeem a potentially winning second prize game piece, present certificate at check out at any participating retail location. One certificate per customer, per visit. Customer must pay any sales tax due. Not good in combination with any other Nabisco offer. Cash value of certificate is 1/100 of 1 cent. Offer expires December 31, 1999.

PRIZES AND ODDS OF WINNING. Grand: (175) $1,000 cash, awarded in the form of a check. Odds of winning a grand prize, 1:34,286. **First:** (525) $500 cash, awarded in the form of a check. Odds of winning a first prize, 1:11,429. **Second:** (1,499,300) Single serve Chips Ahoy! cookie certificate (4-count, 1.4 oz). ARV: $0.70 each. Odds of winning second prize, 1:4. Product certificate redeemable for specific product described above only, no cash substitutes. Approximate retail value of all prizes, $1,487,010. Odds of winning a prize, 1:4. Approximately 6,000,000 packages will be distributed.

VERIFICATION. All game pieces are subject to verification. Game pieces are void and will be rejected if not obtained through authorized, legitimate channels or if any part is reproduced, illegible, mutilated, forged, altered, counterfeited or tampered with in any way or if materials contain printing, production, typographical, mechanical or other errors. If through printing or production errors or for any reason, more winning game pieces than intended as indicated in these Official Rules are printed, distributed or redeemed, the actual number of winners will be selected in a random drawing from among all winning prize claims received. Only the prizes and quantity of prizes set forth in these Official Rules will be available in the game. Grand and first prize winning game pieces contain special points of identification that have been verified by the independent judging organization. Any attempt to defraud Nabisco or the official judging agency in any way will be prosecuted to the fullest extent of the law.

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CONDITIONS OF PARTICIPATION. Game is subject to all applicable federal, state and local laws and regulations. By participating, participants agree to abide by and be bound by the Official Rules and all decisions of the judges, which are final and binding in all respects. Submission of game materials including but not limited to prize claims is the sole responsibility of the participant. Sponsor and its agencies are not responsible for late, lost, misdirected, damaged, illegible, delayed, destroyed, incomplete or postage due mail, requests or prize claims. All game materials submitted become the sole property of the Sponsor and will not be returned. No prize substitution(s) or cash equivalent of prizes, except at sole discretion of sponsor due to prize unavailability for any reason, and only then for prize of comparable value. Taxes on prize are the sole responsibility of winner. Winning game pieces and/or prizes may not be assigned or transferred prior to award. Unclaimed prizes will not be awarded.

RELEASES. Grand and first prize winners will be required to sign and return an Affidavit of Eligibility, a Liability Release and a Publicity Release (where legal), within 21 days of notification. Winners may also be required to sign any applicable forms required by tax authorities and other documentation. In the event of non-compliance with these requirements, prize may be forfeited. If prize or prize notification is returned as undeliverable, prize will be forfeited. Limit one grand and/or first prize per individual, family or household. If a grand or first prize is won by a minor, the prize will be awarded in the name of the minor's parent or legal guardian, on the minors behalf. In such case, the parent or legal guardian must sign and return the required documents on the minor's behalf.

By accepting a prize, winner (and if winner is a minor, winner's parent or legal guardian), releases Nabisco, The Promotion Network Inc., Gage Marketing Group, Fulfillment Services, Inc. nor any of their parent companies, affiliates, subsidiaries, advertising and promotion agencies and their respective directors, officers, employees and agents, from any and all liability, loss or damage incurred with respect to all aspects of the Game and the awarding, receipt, possession, acceptance, use or misuse of prizes. By accepting a prize, each winner or winner's parent or legal guardian, agrees to the Sponsor's use of his/her name, address (city and state), photograph, videotape, and/or likeness for advertising or publicity purposes and to the use of statements made by or attributed to the winner relating to Nabisco or this Game and grants to Sponsor any and all rights to said use, without further compensation or notice, except where prohibited by law.

WINNERS LIST. For a list of grand and first prize winners, send a self-addressed, stamped envelope by December 31, 1999 to: Chips Ahoy! Chipless Quest Winners List, Dept. B, P.O. Box 3806, St. Cloud, MN 56397-3806.

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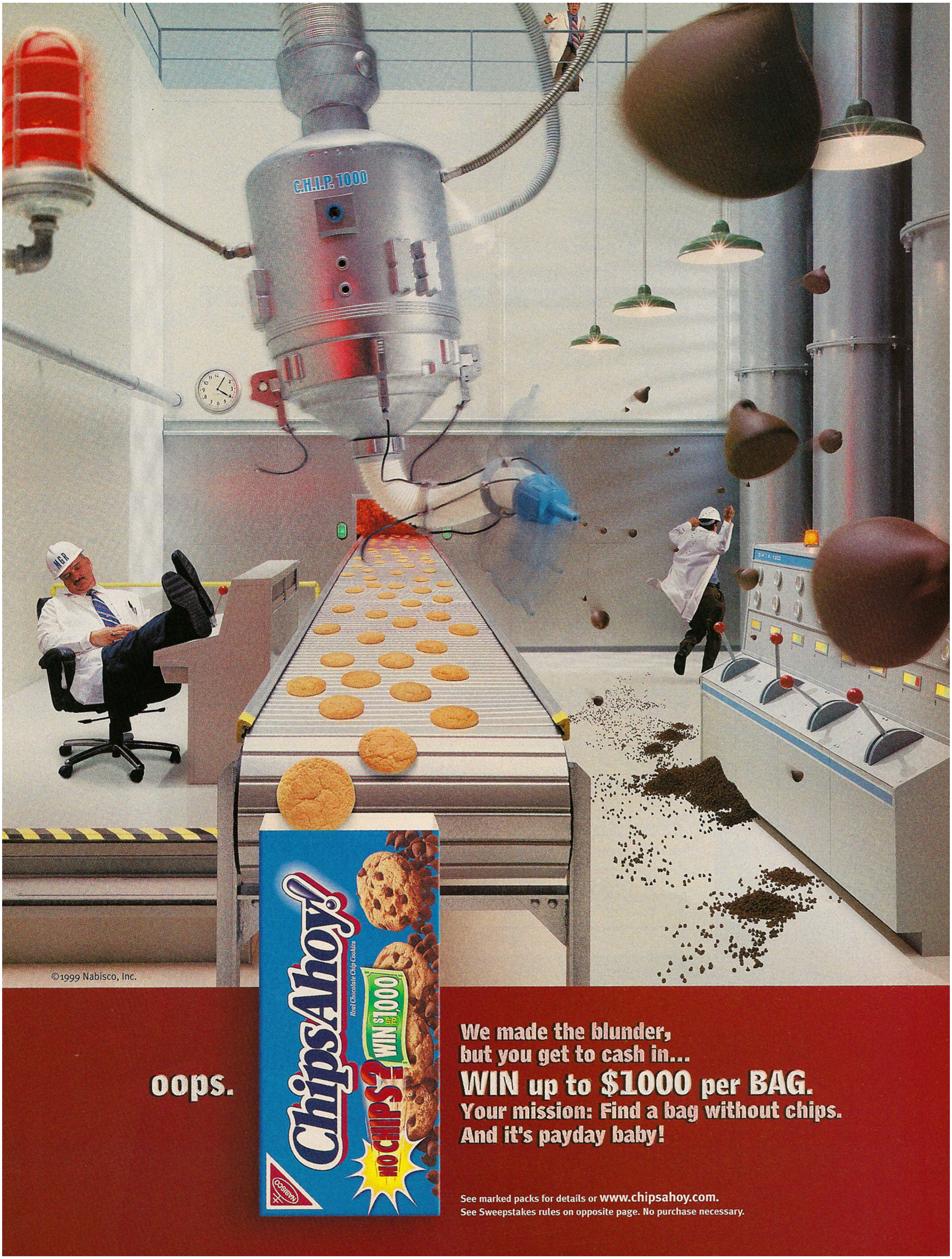
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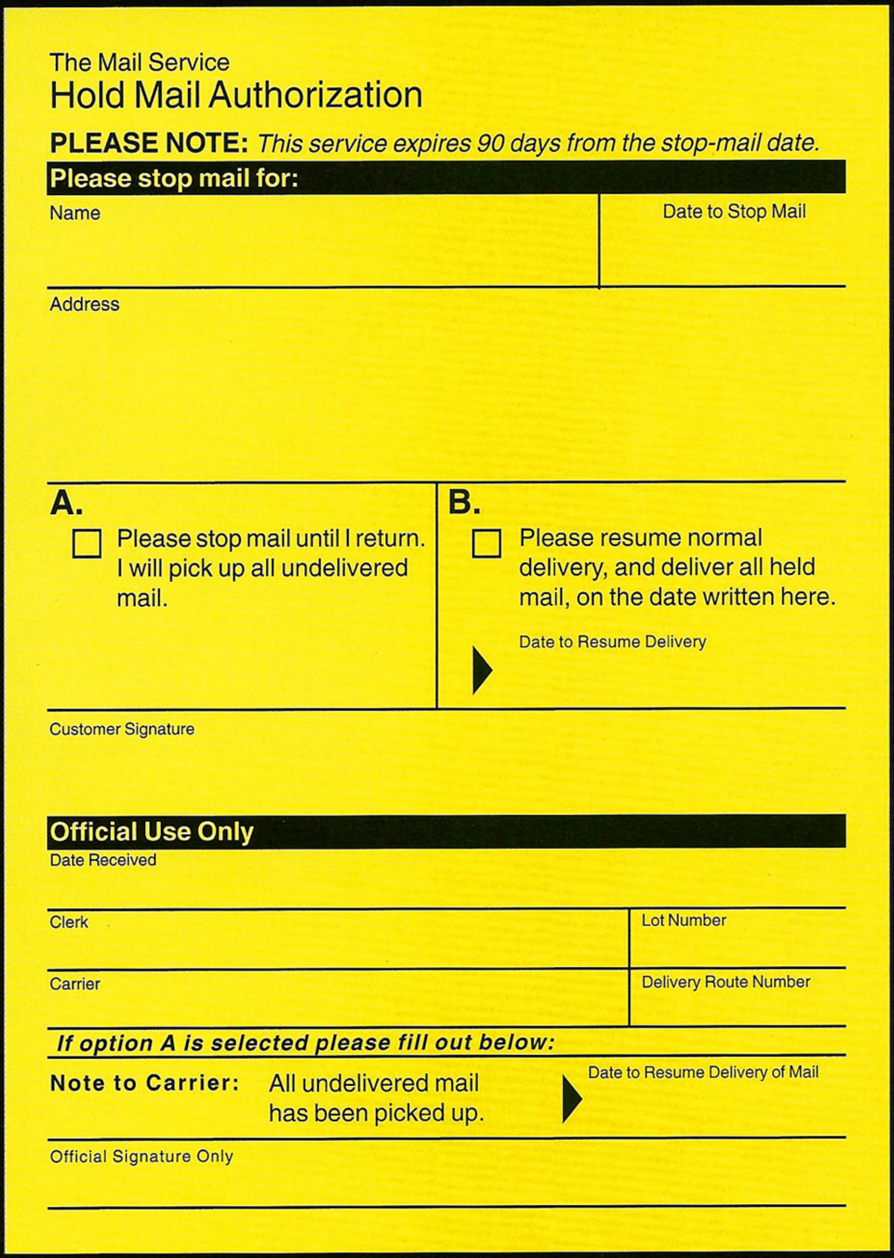

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A. ☐ Please stop mail until I return. I will pick up all undelivered mail.	**B.** ☐ Please resume normal delivery, and deliver all held mail, on the date written here. Date to Resume Delivery ▶

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet. Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

Ashton
Precis
Chisato
Dias

And there's no easy way out. Tools and skills do not just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

Port Hilton

There are countless routes to travel through this game, and over 80 endings. The deeper you delve, the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

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EVERYONE
E
CONTENT RATED BY ESRB

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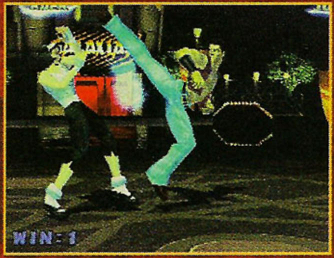
TEKKEN TAG TOURNAMENT

Special thanks to Jason Arney, Lucinda Bender, and the fine folks at Namco for their invaluable assistance.

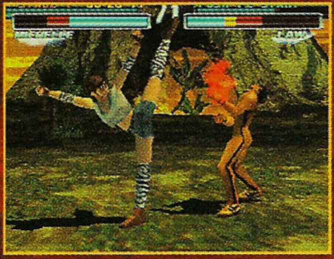
While it's not number four, Namco's Tekken Tag Tournament is crashing the arcades with a high-powered fighting game as hard-hitting as Soul Calibur and Tekken 3. Boasting the biggest lineup of playable characters of any Tekken game to date, TTT features a new tag-team fighting system, more balanced players, and other tweaks that should please series vets and newbies alike. Here's an in-depth preview of the 40-percent version.

KING OF THE TEKKEN FIGHTERS

Tekken Tag Tournament is huge! The regular lineup of fighters features 20 brawlers from Tekken 2 and 3. Plus, at least 12 hidden characters will be unlocked at the rate of approximately one per week. Although Namco isn't saying who these fighters are, one of them, Kazuya, is revealed in the game's opening computer-generated cinema. Rumors are also circulating that there may be a few new characters as well as an original end boss.



Jun shows off her quickness by blocking one of Baek's many kick attacks.

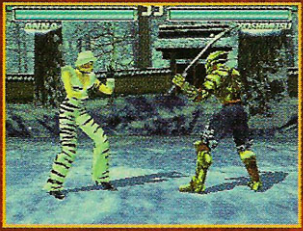


After taking a leave of absence from Tekken 3, Tekken 2 brawler Michelle Chang returns to the ring and shows Law some new tricks and kicks.

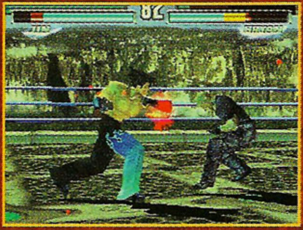
In addition to the awesome lineup of brawlers, TTT also includes a tag-team fighting system similar to X-Men vs. Street Fighter and Marvel vs. Capcom that enables you to switch fighters on the fly. Before each match, you choose two fighters (each with their own life bar) who you can switch between during the match using TTT's new fifth button. Not only does this enable you to throw a fresh fighter into the battle, but the pugilist being swapped out also regenerates some health on the sidelines.

One of the coolest things about the tag-team fighting system is that it allows you to perform team combo attacks and juggles. For example, when playing as the team of Jun and Armor King, Jun can pop her opponent up into the air, then swap places with Armor King, who, upon entering the fight, can continue juggling the same opponent. Furthermore, the character pairings are just as limitless as the combo techniques: Ever wanted to see how the mother-daughter team of Michelle and Julia Chang would fare against the slapping siblings Anna and Nina Williams? Or how about punishing the kick-happy duo of Hwoarang and Baek with the team of King and Armor King?

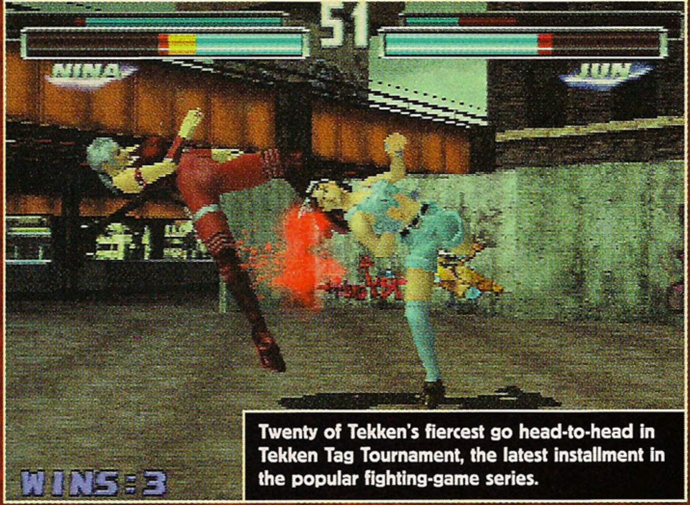
A few crucial issues regarding the new fighting system were not finalized as we went to press. For starters, we don't know what happens when one of the fighters is defeated. Does his partner automatically enter the fight or does the match end? You can be sure, though, that if all four fighters are left standing when the timer runs out, the team with the most energy left in their collective life bars wins.



Anna retains all the special moves and techniques she possessed in the PlayStation version of Tekken 3.



Some of the blocking and stagger animations have been changed for Tekken Tag Tournament.

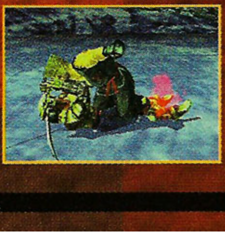


Twenty of Tekken's fiercest go head-to-head in Tekken Tag Tournament, the latest installment in the popular fighting-game series.

THE USUAL SUSPECTS

Here are the names of the 20 selectable characters in the game. There are also 12 time-release characters.

Anna Williams
Armor King
Baek
Bryan Fury
Eddy Gordo
Ganryu
Gun Jack
Heihachi
Hwoarang
Jin Kazama
Julia Chang
Jun
King
Law
Lei Wulong
Michelle
Nina Williams
Paul Phoenix
Xiaoyu
Yoshimitsu

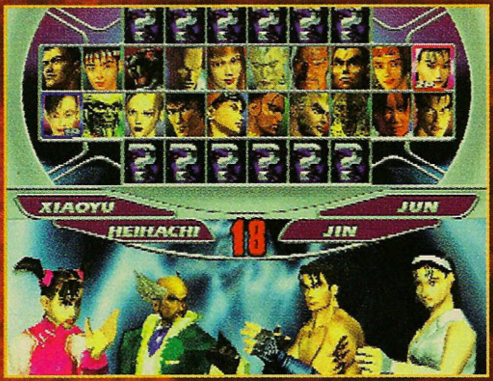


BY MAJOR MIKE

- Developed and published by Namco
- Target release date: June

HANDS-ON A ARCADE

▶ Tekken Tag Tournament's fighter lineup: 20 regular characters and at least 12 time-release players.



Xiaoyu grabs Ganryu from behind and prepares to slam him into the ground.

68
PAUL
GUNJACK

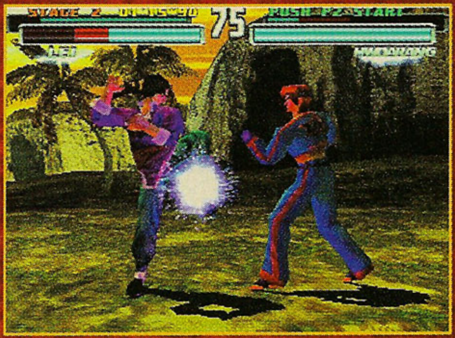
◀ Paul pummels Gun Jack after knocking him to the ground with a vicious running tackle.

◀ One of the 12 time-release characters, the mighty Kazuya.

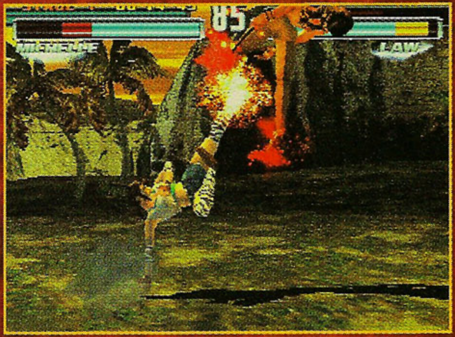
TEKKEN TWEAKS

Not all fighters in the Tekken universe were created equal, but Namco is trying to bring all of TTT's combatants to a level playing field. Several enhancements have been made to each fighter so that Tekken players who frequently send the competition to school may end up getting schooled a few rounds themselves. Some masher-friendly characters (Tekken 3's Eddy Gordo, for example) have been toned down, while others have been imbued with more skills and techniques (like Armor King, who has more chain throws than he did in Tekken 2). In short, TTT isn't just a compilation of familiar fighters: All the Tekken 2 characters have been given new fighting moves (as have some of Tekken 3's brawlers) as well as the ability to sidestep.

TTT (which runs on System 12 arcade hardware) isn't a complete overhaul of Tekken 3. Most of TTT's graphics and sounds are the same, but Namco did make a few tweaks. Key visuals have been revamped that could make a difference during a fight, like stagger and blocking animations. Additional eye candy has also been provided, including new fighting stages and character outfits like Bryan Fury's new bad-ass bald look. The audio now includes sinister laughter, trash-talking from some characters at the conclusion of a match, and a brand-new musical score.

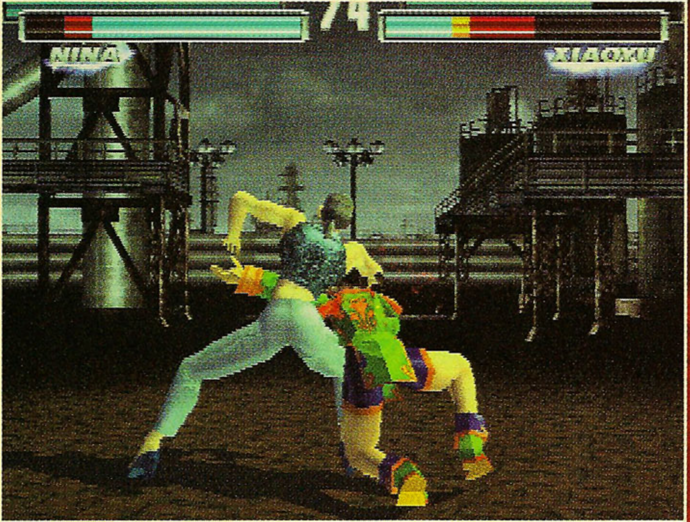


Lei glows with rage as he prepares to lay the smack down on Hwoarang.



One of Michelle's new moves is an upward kick that's ideal for setting up your opponent for a devastating air-juggle combo.

King and Armor King get ready to seriously damage their opponents.



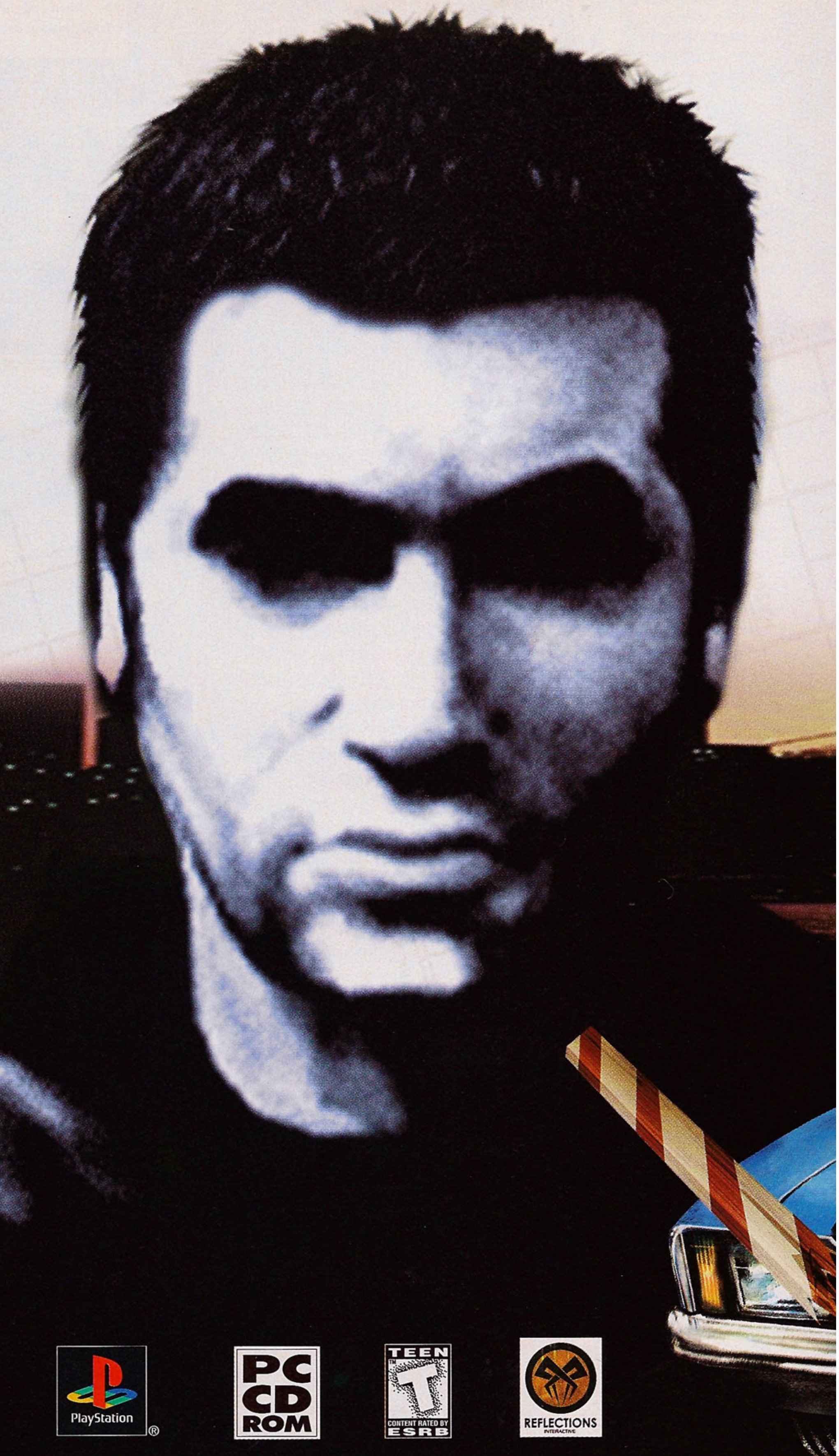
Successfully performing the first part of Nina's linking move: One broken bone. Successfully performing the second part of the linking move: Two broken bones. The satisfaction of successfully completing the entire linking move: Priceless.

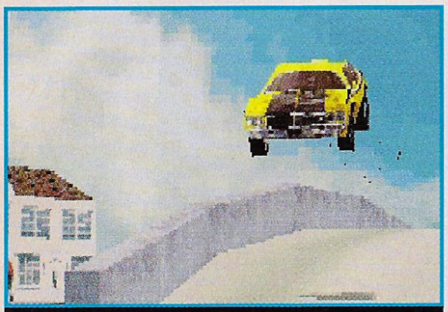
TNT IN TTT

Tekken Tag Tournament should keep arcade fighting fans in a frenzy for several months starting mid-June, so get your quarters ready. Stay tuned to *GamePro* and check Namco's official site (www. tekkentagtournament .com) and GamePro Online (www.GameProWorld.com) for more info on this promising title.

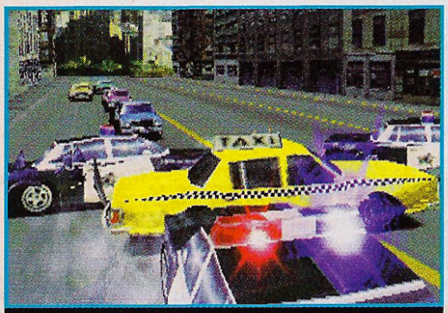
HEIHACHI
GANRYU

◀ Heihachi puts a hurtin' on Ganryu with his infamous atomic noogie.

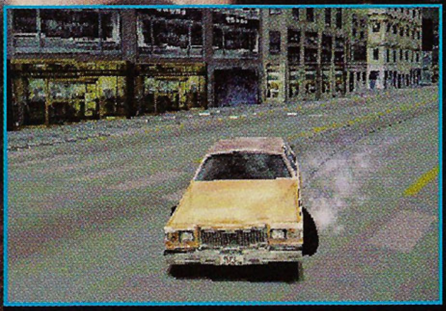




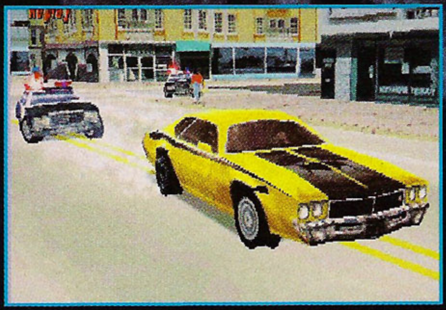
No tracks. Just 4 sprawling urban downtowns from NY to San Fran.



Getaway through real pedestrians, traffic signals, traffic...and cops!



Film your own 70's car chase using incredible Director-Mode.



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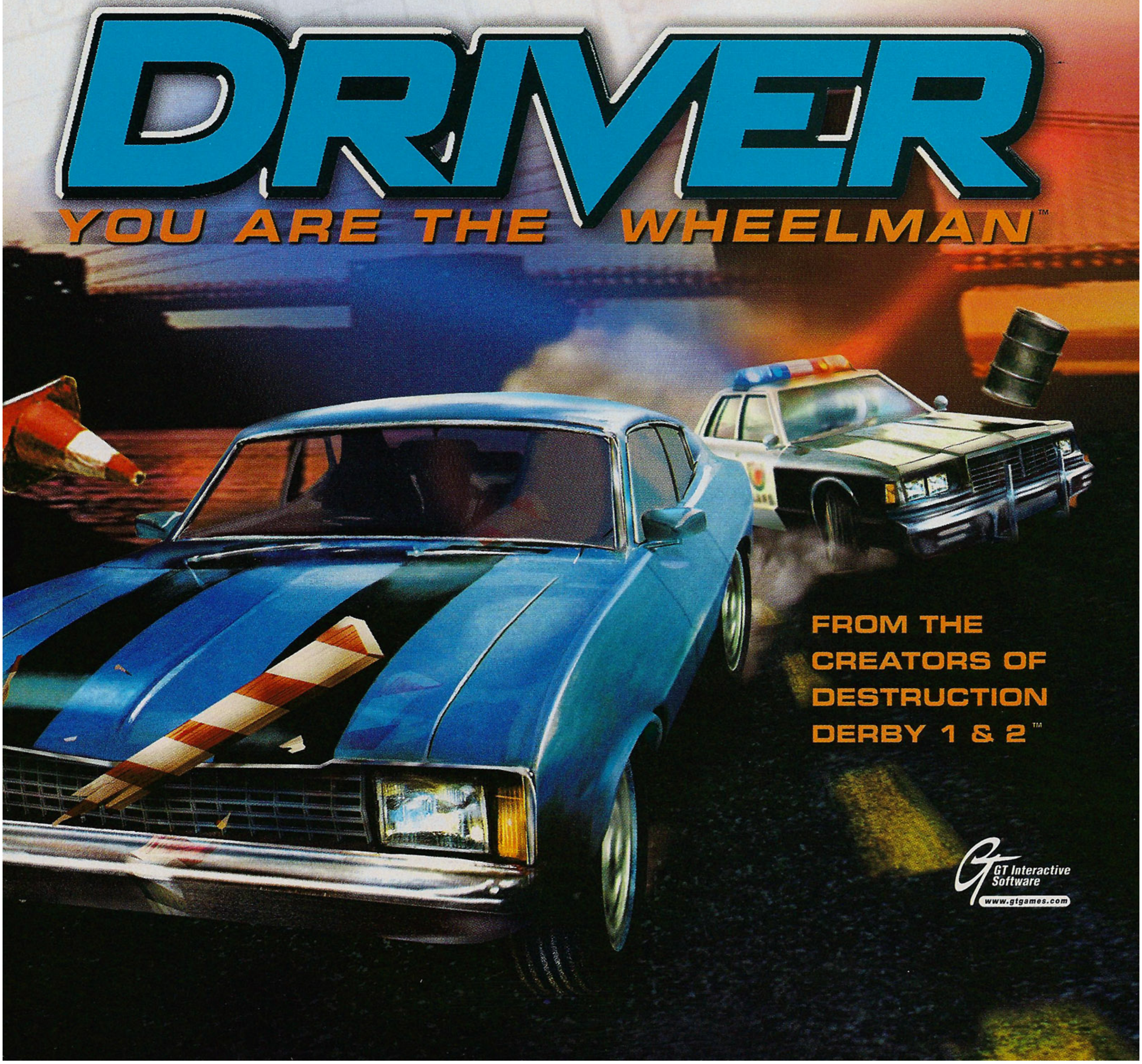
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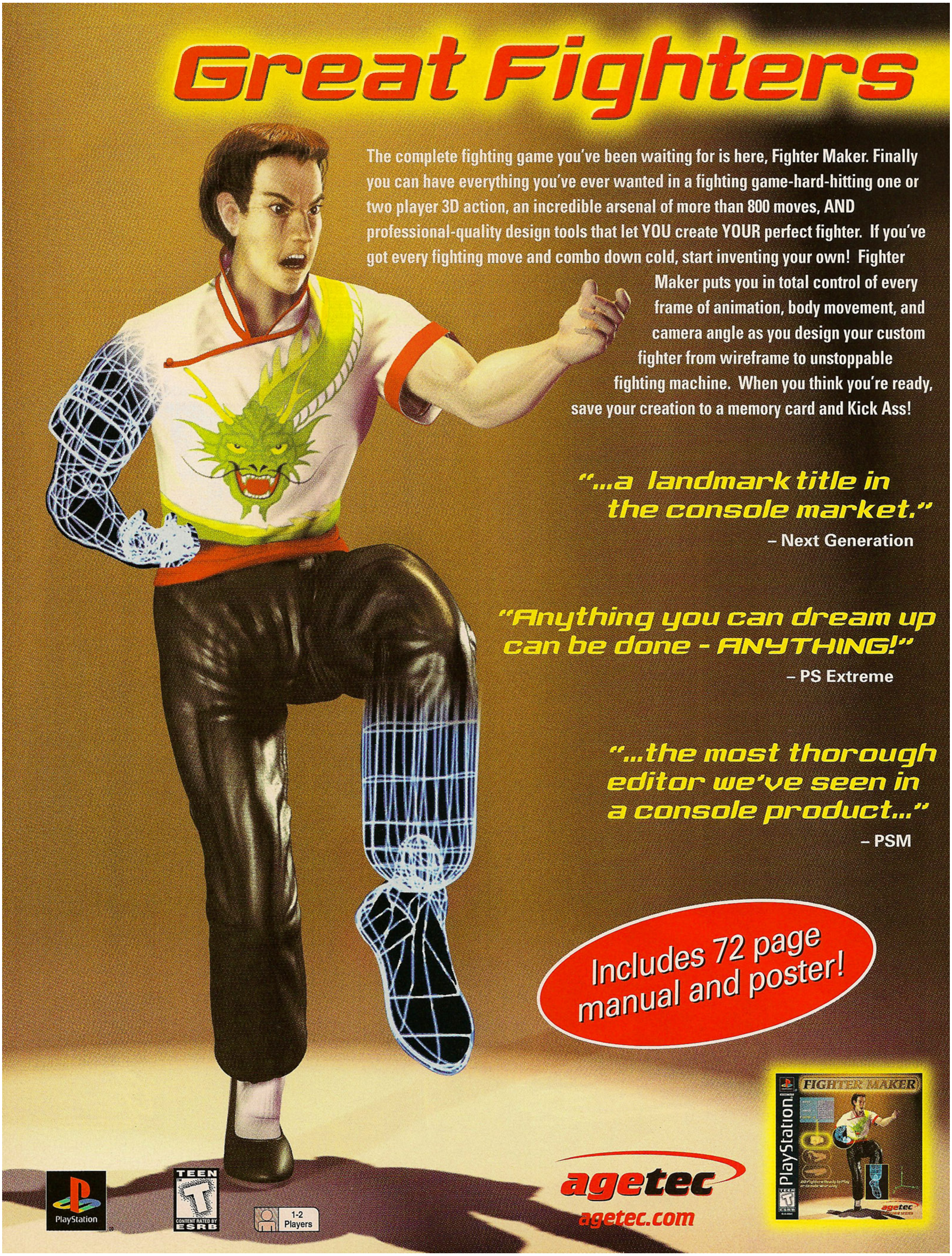

Great Fighters

The complete fighting game you've been waiting for is here, Fighter Maker. Finally you can have everything you've ever wanted in a fighting game-hard-hitting one or two player 3D action, an incredible arsenal of more than 800 moves, AND professional-quality design tools that let YOU create YOUR perfect fighter. If you've got every fighting move and combo down cold, start inventing your own! Fighter Maker puts you in total control of every frame of animation, body movement, and camera angle as you design your custom fighter from wireframe to unstoppable fighting machine. When you think you're ready, save your creation to a memory card and Kick Ass!

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– PS Extreme

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GO TO NEXT STAGE
Now Loading...
WAITING FOR CHALLENGER
STAGE2
STAGE1

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STAGE2
STAGE1

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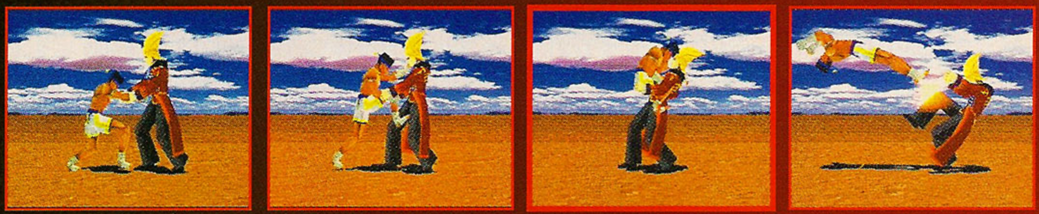
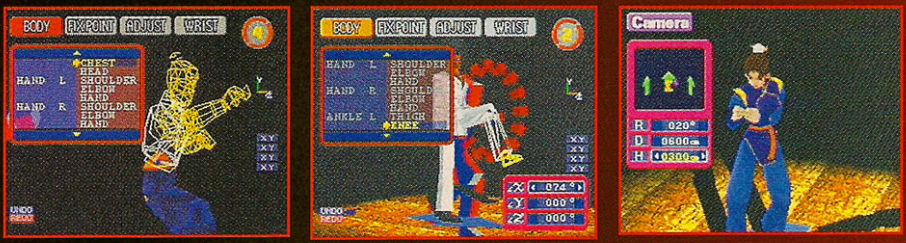
20 deadly fighting styles
from all over the world.

Create the Perfect Fighter

Professional-quality design tools to edit any move from the library or create cool new moves from scratch.



Fighter Maker comes with 800 moves plus moves that haven't been invented yet.


BODY
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WRIST
CHEST
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ELBOW
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THIGH
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REDO
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Take complete control of every frame of animation,
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Use the test mode to fine
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A.I. for maximum damage.

WINNER
WINNER
WINNER
STAGE3
STAGE1

Design your personal victory pose.

Save to a memory card and Kick Ass!

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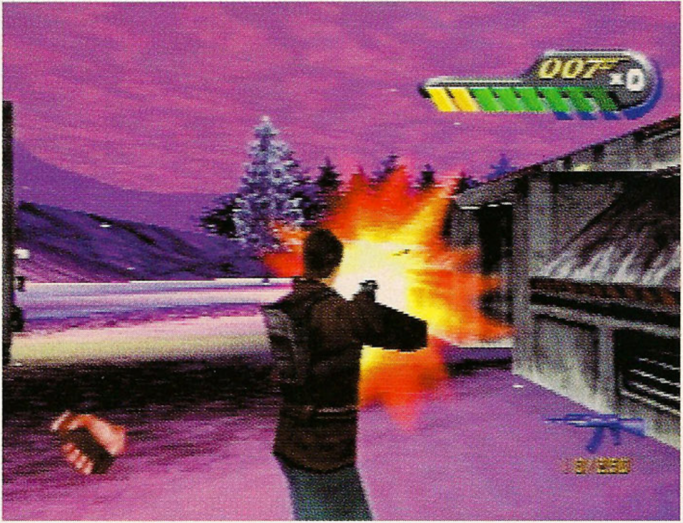
BY MAJOR MIKE

- Developed by MGM Interactive and Black Ops Entertainment
- Published by Electronic Arts
- Target release date: Fall '99

FIRST LOOK

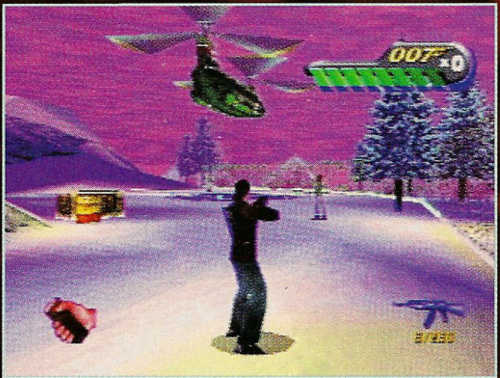
PlayStation

Tomorrow Never Dies



Two years ago, James Bond blasted his way into Nintendo 64 superstardom with GoldenEye 007. Now his sights are set on the PlayStation with a game version of the last Bond movie, *Tomorrow Never Dies.*

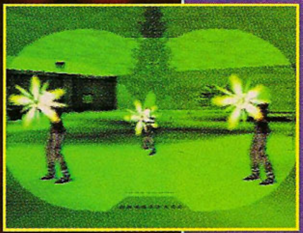
For Your PlayStation Only



Most of TND's 10-plus objective-based missions feature 3D action similar to Syphon Filter's. Using a third-person perspective, you can run, strafe, sneak, roll, and even fight hand-to-hand. You can also switch to a sniper-style targeting view on the fly, and your character automatically becomes translucent during close-quarter combat (to eliminate any visual obstructions). Although each mission has various objectives, you can complete them in any order; plus, several missions mirror scenes from the Bond movie (like the Arms Bazaar and Carver Media Center).

007 Tomorrow Never Dies

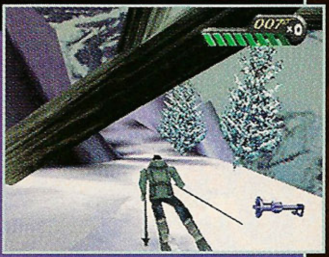
License to Thrill...or be Thrilled



Although the star of the game, Bond isn't a one-man show. At certain points, you'll play as Wei Lin, the Chinese agent. And TND features a two-player split-screen deathmatch mode in addition to its one-player game.

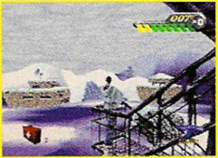
TND is also planning to avoid some typical action-game pitfalls (like stupid enemies) with its ramped-up A.I. According to EA, enemies will investigate strange sights and sounds and skillfully attack during combat. Cool little touches will abound, too: For example, your character will limp if he takes a lot of damage.

View to a Kill



For those who like their action shaken *and* stirred, TND offers plenty of diversity. Along with the weapons action, you'll take to the slopes, fend off enemies with your ski poles (à la Road Rash), and get behind the wheel of a car for some high-speed driving.

No Bond game would be complete without a plethora of cool gadgets (courtesy of the sharp-tongued "Q"), and TND's no slacker: Tracking devices, satellite link-up cameras, and exploding cufflinks are just some of the cool items you can use. The game has its share of "regular" weaponry, too. Besides your trusty Walther PPK, you can acquire an AK-47, M-16, and a sniper rifle that lets you zoom in on distant targets.

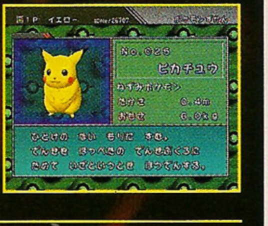


BY POKÉMAXX

- Developed and published by Nintendo
- Target release date: Fall '99

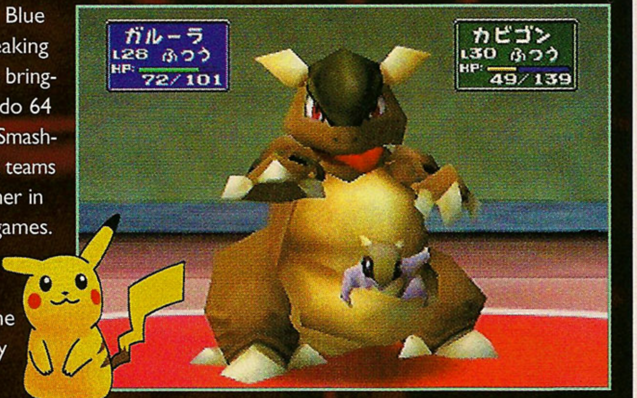
NINTENDO 64

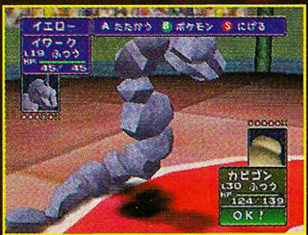
FIRST LOOK

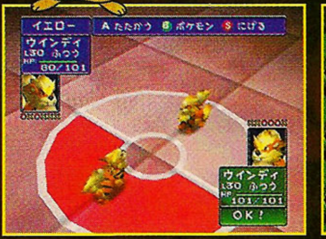


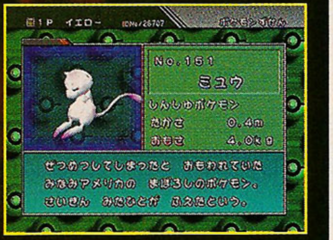
Pokémon Stadium

POKÉMON RED AND Pokémon Blue have taken the Game Boy by full freaking storm! And now Pokémon Stadium is bringing 40 Poké-monsters to the Nintendo 64 in a sort of Mario-Party-meets-Super-Smash-Bros. game. Up to four players will pit teams of Pokémon creatures against each other in turn-based battles and several mini-games. Plus, Stadium will come bundled with the 64 Game Boy Pak, which transfers Pokémon game data into the N64. The Pocket Monsters are ready to live large.







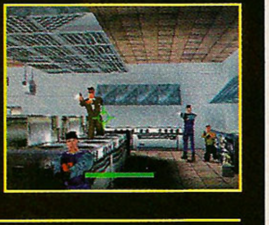


BY SCARY LARRY

- Developed by n-Space
- Published by Fox Interactive
- Target release date: Fall '99

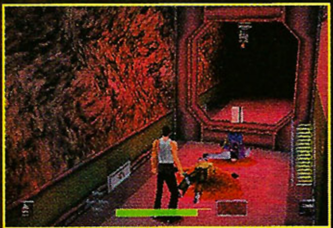
PLAYSTATION

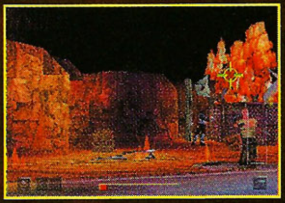
FIRST LOOK

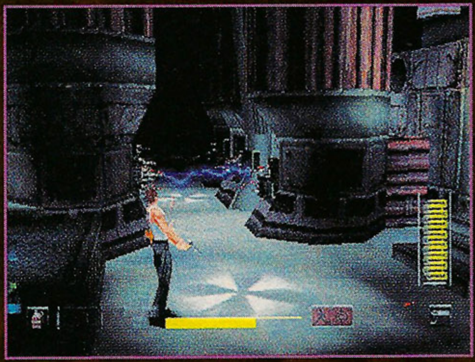


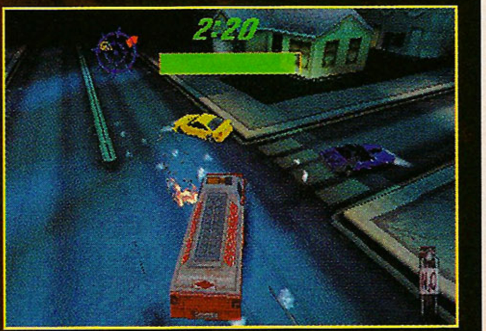
Die Hard Trilogy 2

THE QUESTION WILL be asked: How are they making a sequel to the Die Hard game without additional movies to draw from? And the answer will be: By introducing a whole new story line set in and around Las Vegas, with franchise hero, John McClane, tearin' up some terrorists. Yep, John has uncovered a plot (while on vacation, again) that could wipe Las Vegas off the map. Early reports indicate that there will indeed be three separate games in this sequel to one of Fox's best-selling titles.









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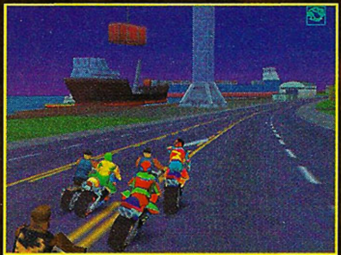
Road Rash 64

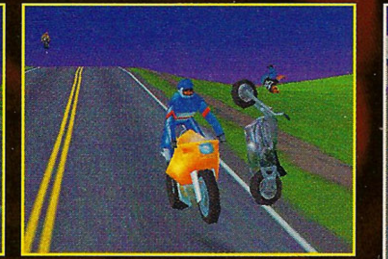
BY JOHNNY BALLGAME

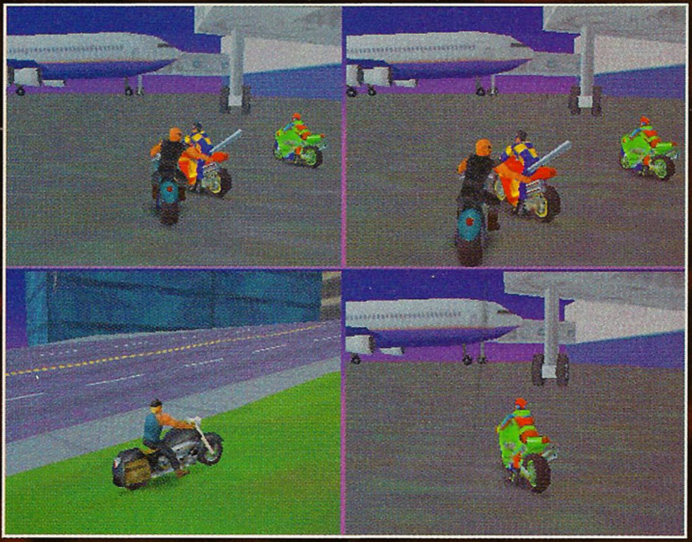
- Developed by Pacific Power & Light
- Published by THQ
- Target release date: September

FIRST LOOK

NINTENDO 64

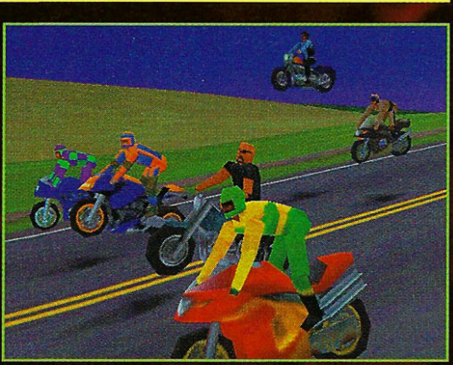


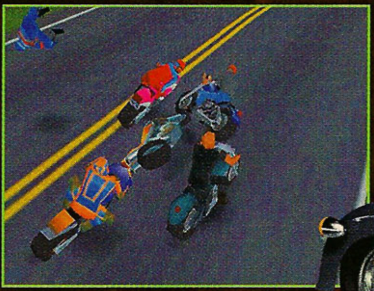




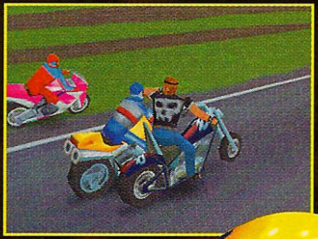
Speeding back to the action roots of the original Road Rash for the Genesis, Road Rash 64 looks to be the wildest and most wicked racer/brawler to hit the streets in years.

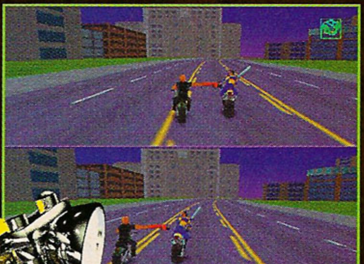
Motorcycle Beat-Downs

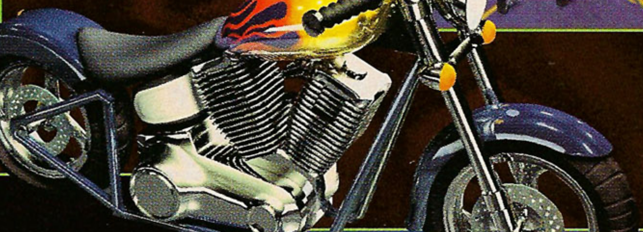


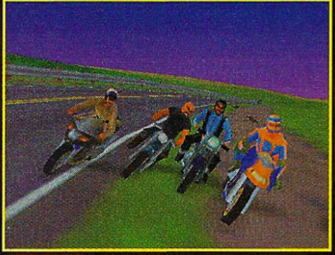


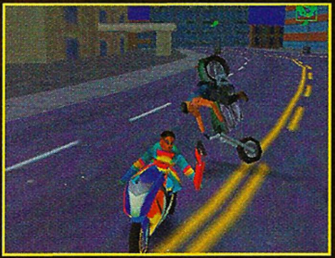
Road Rash 64 smacks gamers with all the features that wannabe Hell's Angels were shouting for after they didn't show up in previous PlayStation versions of the game. RR64 sports fast-paced motorcycle races for one to four players (it may be the first multiplayer Road Rash that's actually fun!) along with Campaign, Thrasher, and Short Track modes with sub-games like Tag and Last Man Standing. RR64 also features 24 motorcycle models, 2 biker gangs, over 40 rider skins (including cops and meter maids), and up to 11 bikes on screen at a time.







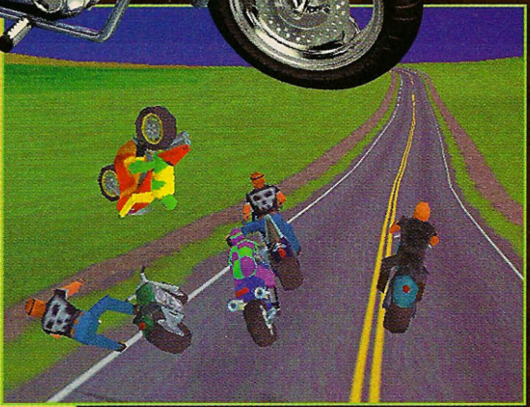


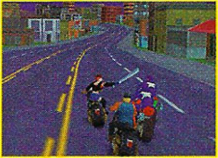


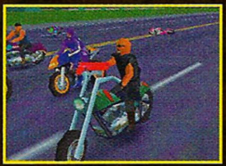
Road Rage

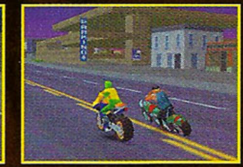
Racing motorcycles through city streets and country roads is great, but it's the bone-breaking crashes and weapons that'll keep riders on the alert. Road Rash 64 slaps fools silly with more than 12 devastating weapons, ranging from a wrench to a pool cue that you can stick in your opponents' front tires to send them flipping out of control, *Mad Max*–style.

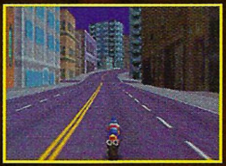
Four-player racing and bike-busting action could make this the best game in the Road Rash series yet. If you're looking to get both your fists and adrenaline pumping this September, Road Rash 64 could be your ride of choice.











MDK2

BY JOHNNY BALLGAME

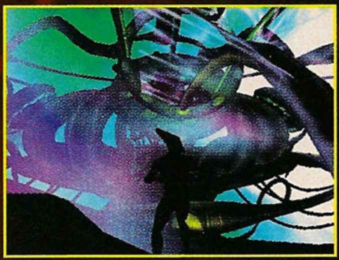
- Developed by BioWare
- Published by Interplay
- Target release date: Fall '99

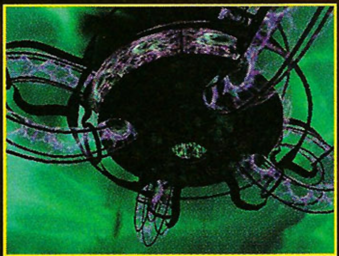
FIRST LOOK

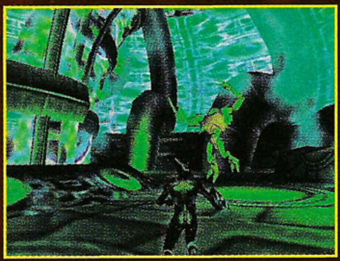
DREAMCAST

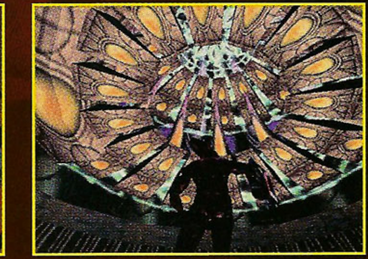
In MDK2, the Streamriding aliens are ready to re-invade Earth, and it's up to you to stop them. Playing as three characters—Kurt, Max the robotic dog, and Dr. Hawkins—you must utilize each hero's powers and weaponry to outthink and outshoot the evil aliens. MDK's popular sniper mode returns along with Kurt's ribbon chute and the dark world that inhabited the original blockbuster title.

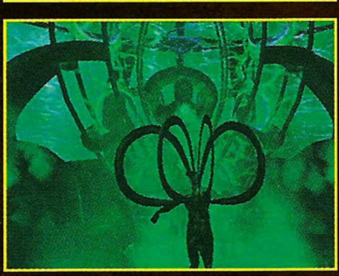
MDK2 promises to push the Dreamcast hardware with intense graphics, booming sound effects, and realistic object physics that'll have gamers' trigger-fingers twitching for action. If you're a prospective Sega owner looking for a thrill, MDK2 might be the answer this fall.

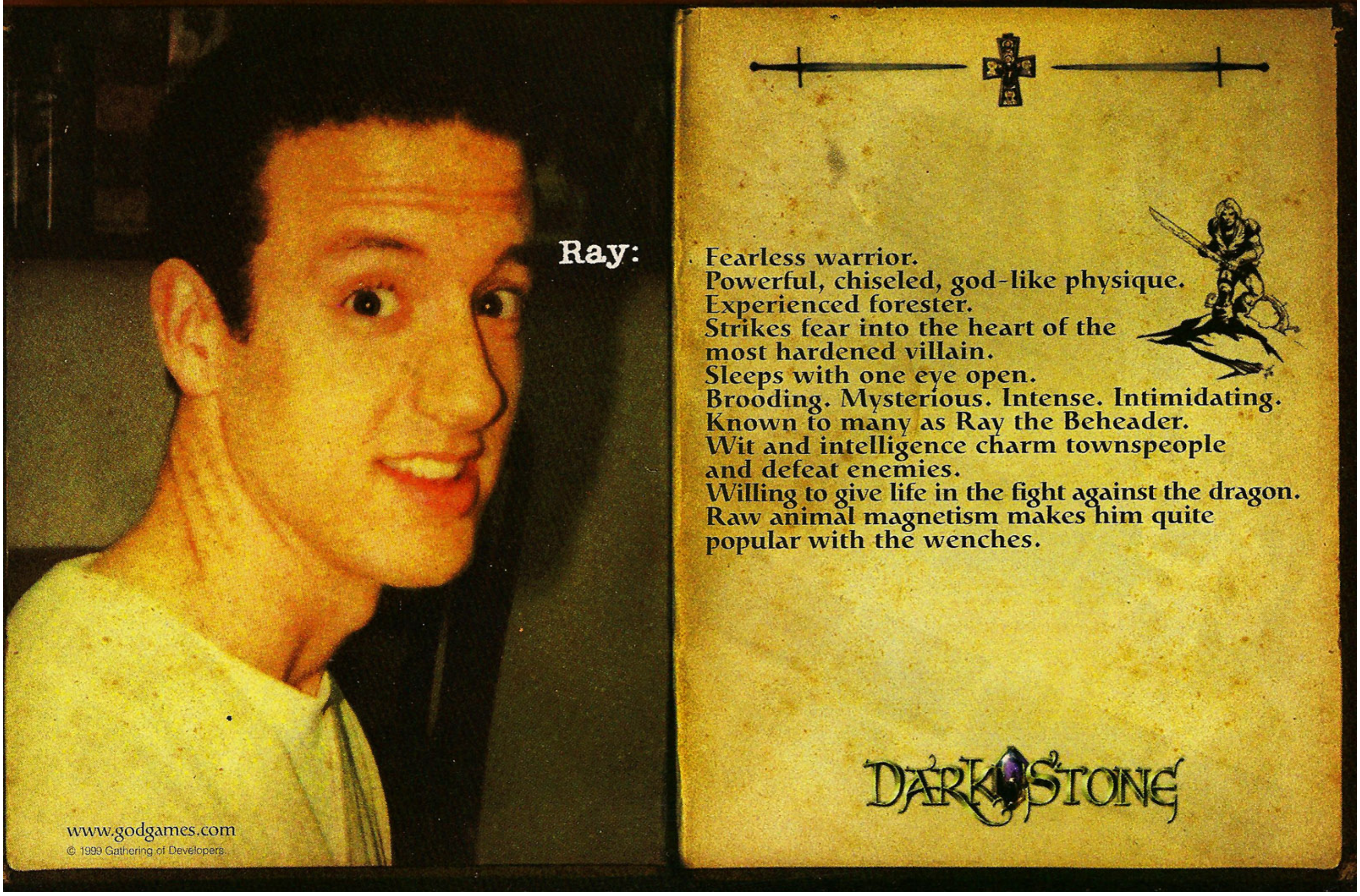












Ray:

Fearless warrior.
Powerful, chiseled, god-like physique.
Experienced forester.
Strikes fear into the heart of the most hardened villain.
Sleeps with one eye open.
Brooding. Mysterious. Intense. Intimidating.
Known to many as Ray the Beheader.
Wit and intelligence charm townspeople and defeat enemies.
Willing to give life in the fight against the dragon.
Raw animal magnetism makes him quite popular with the wenches.

DARKSTONE

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Tony Hawk's Pro Skater

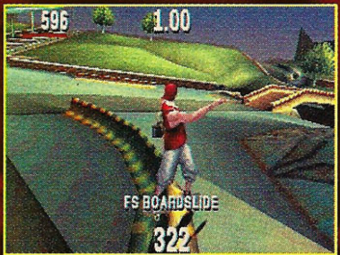
BY JOHNNY BALLGAME

- Developed by Neversoft Entertainment
- Published by Activision
- Target release date: October

FIRST LOOK

PlayStation

trick daddy


596
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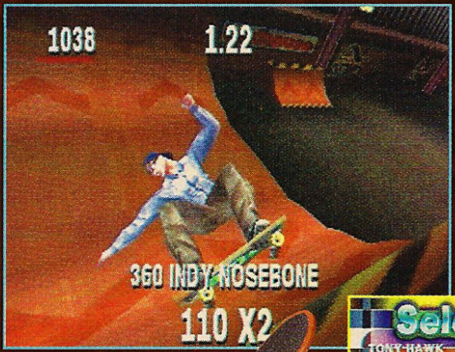
FS BOARDSLIDE
322

Tony Hawk's Pro Skater is a trick-crazed game where virtually everything in the environment is skateable. You can slide down rails, jump off a school roof, and even perform sick stunts in empty swimming pools. The game sports nine non-linear levels, and each area features secret paths, ramps, and hard-to-reach spots that pay off big time with some super moves and unbelievable tricks.

Skaters will also be able to pull off move combos on the fly and improvise in the air by spinning any direction as they bust methods and tail grabs to score the most points in the round. Beware of bailing, though—your skater's skin will actually show their pain as scabs, skin peels, and road rash become visible on each skater's body!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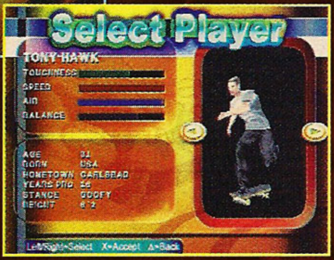
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TONY HAWK
TOUGHNESS
SPEED
AIR
BALANCE
AGE 31
BORN USA
HOMETOWN CARLSBAD
YEARS PRO 16
STANCE GOOFY
HEIGHT 6'2
Left/Right=Select X=Accept Δ=Back

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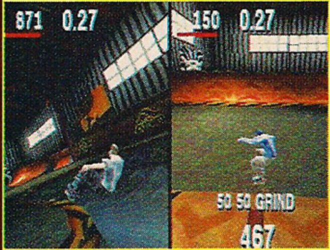
FS BOARDSLIDE
257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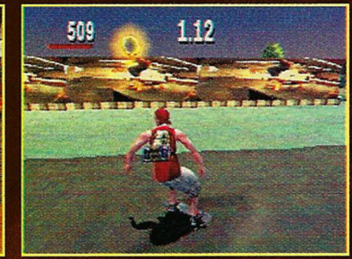
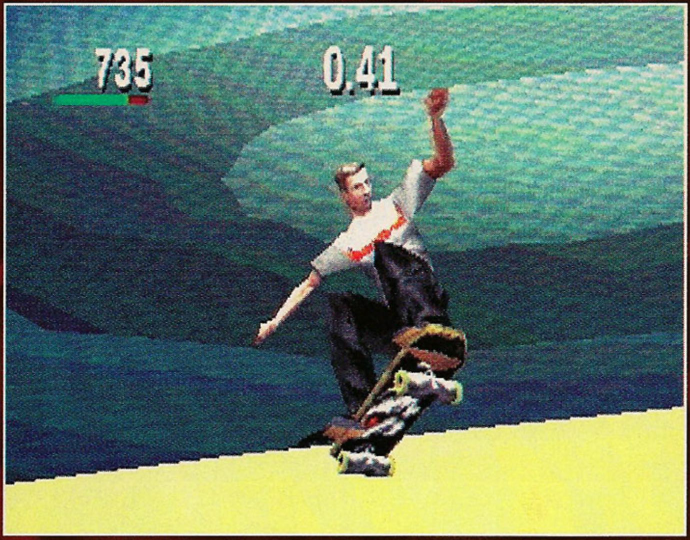
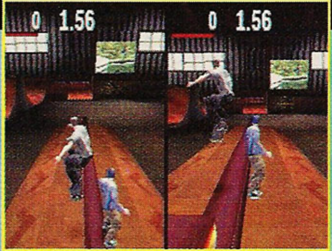




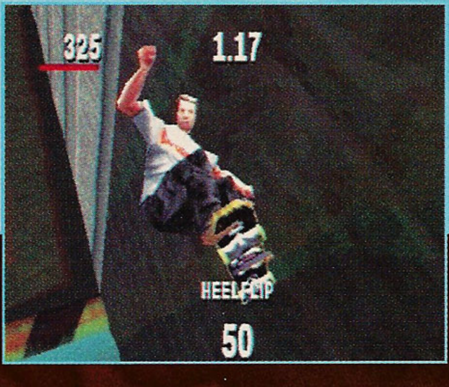
The most bad-ass skater in the world finally has his own bad-ass game! Tony Hawk's Pro Skater gets ready to grind onto the PlayStation this October.

extreme sports



The game features nine professional skaters: Tony Hawk, Bob Burnquist, Bucky Lasek, Chad Muska, Kareem Campbell, Rune Glifberg, Jamie Thomas, Andrew Reynolds, and Geoff Rowley. Each skater not only has his own skating style, but also features a unique trick set and signature moves.

Pro Skater's single-player modes include Practice, Career, and Single Session, and the game contains a number of two-player split-screen contests such as Trick, Graffiti (everywhere you perform a trick is painted the color representing your character), and Horse. Even though Tony Hawk's Pro Skater is still in the early stages of development, it's already extremely impressive. Skaters should definitely keep an eye out for it when Tony Hawk thrashes into stores this fall.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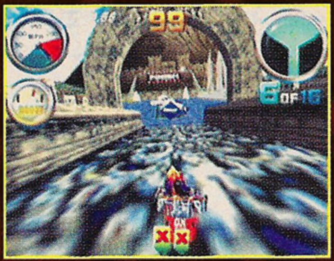
Hydro Thunder

BY MAJOR MIKE

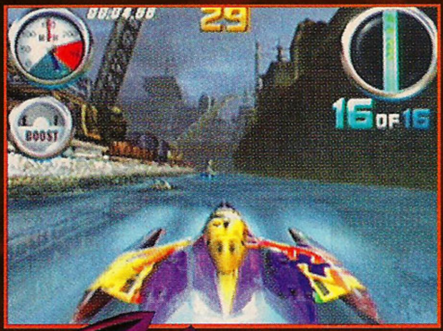
- Developed and published by Midway Home Entertainment
- Target release date: September

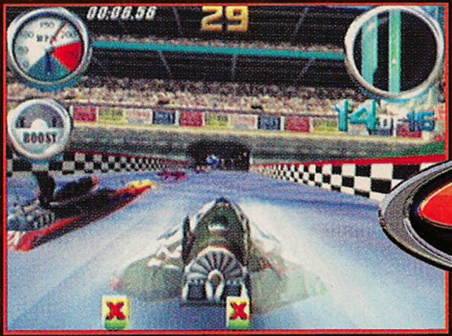
FIRST LOOK

DREAMCAST



With Hydro Thunder still making waves in the arcades, Midway's revving up a home version for release on the Dreamcast. The DC version will have graphics identical to those in the arcade version, 11 (shortcut-filled) tracks to race on, 13 boats (including 4 hidden ones) to race in, and collectable power-ups to speed you along. The home version, however, may have two extra tracks not found in its arcade parent along with a few other promised surprises. As for multiplayer support, two will be able to race head-to-head via a split-screen, but it's not known if the game will support a four-player function via the Internet.





HYDRO THUNDER
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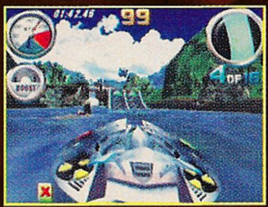

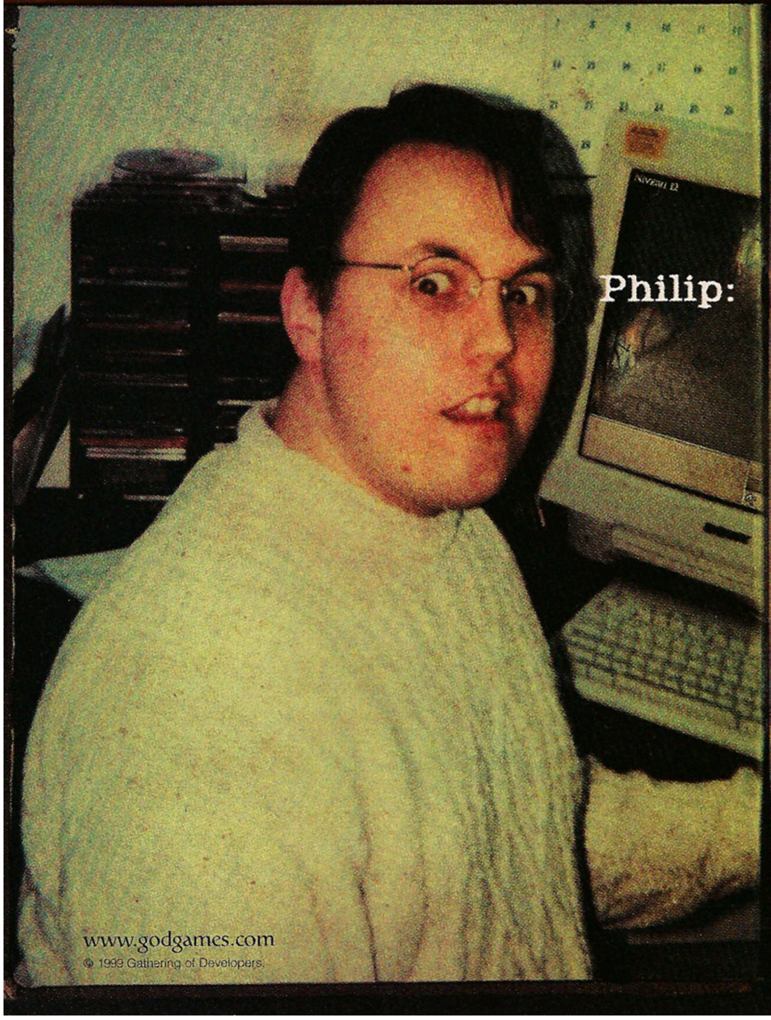

Philip:

Devoted monk.
Servant of the light.
Walks through the valley of death with a broadsword.
Charismatic faith healer whose personal charm wields enormous power.
Sought out for his wisdom and loving kindness.
Held in reverence by all who cross his path.
Dogmatic about saving souls from the dragon and the devil.
Greatest triumph: releasing an entire village from an evil spell.
Once slayed 30 lizardmen. And it was good.
Vow of celibacy tested daily due to the effect his otherworldly sex appeal has on the womenfolk.

DARKSTONE

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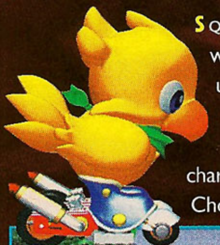
Chocobo Racing

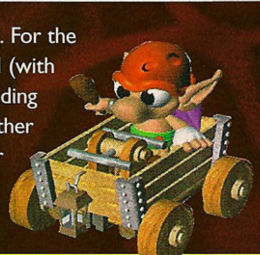
BY SCARY LARRY

- Developed and published by Square Soft
- Target release date: Fall '99

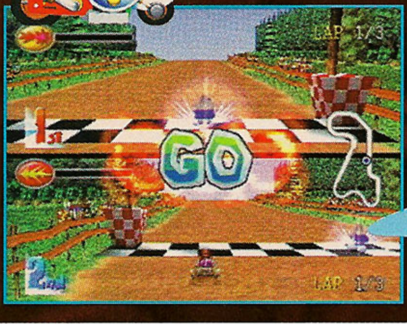
PLAYSTATION

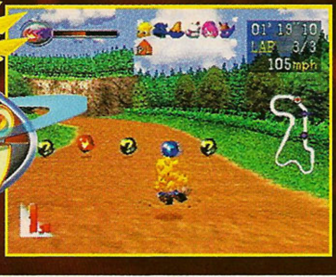
FIRST LOOK

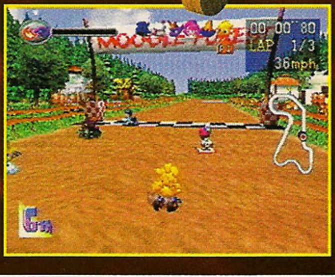




SQUARE SOFT, BEST known for raising the RPG bar with the Final Fantasy games, is now setting its sights on the action/racing genre with Chocobo Racing. For the uninitiated, Chocobos are a cross between dodo birds and camels that appeared in Final Fantasy VII (with cameos in previous FF games). In FFVII, you had to feed and speed with the Chocobos, while breeding various kinds always yielded strange hybrids. Chocobo Racing lets you race your Chocobo against other characters, such as Mog and Goblin, in one of five different modes. You'll even be able to customize your Chocobo after certain races and send opponents off-course with Magic Stone power-ups.


GO
LAP 1/3
LAP 1/3


01' 13" 10
LAP 3/3
105mph


00' 00" 80
LAP 1/3
36mph

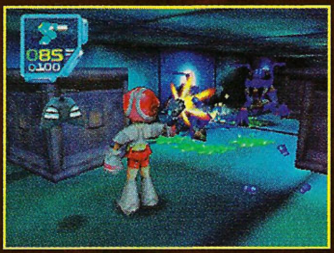
Jet Force Gemini

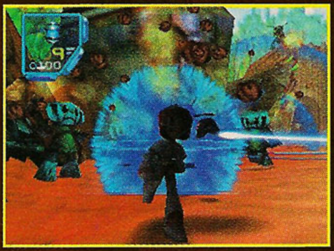
BY SCARY LARRY

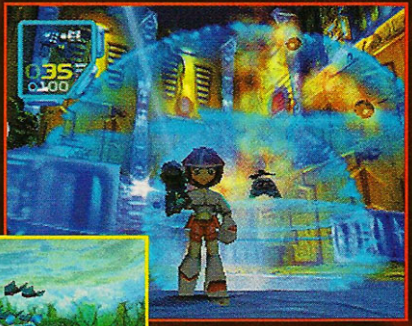
- Developed by Rare
- Published by Nintendo
- Target release date: Fall '99

NINTENDO 64

FIRST LOOK

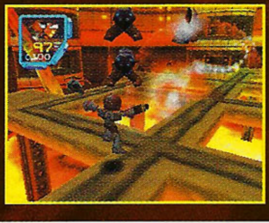


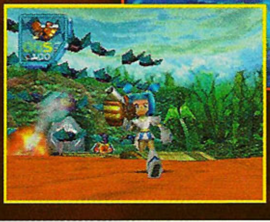




RARE, THE TECHNICAL wizard behind Diddy Kong Racing, GoldenEye 007, and Banjo-Kazooie, is putting its skills behind Jet Force Gemini. This promising shooter will feature all the real-time lighting effects and great character design of past Rare gems along with a slew of action that includes deathmatch and two-player cooperative gameplay. Puzzle-solving and obstacle-oriented challenges will also come your way.

You play as three characters—Juno, Vela, and their doggy sidekick, Lupus—each of whom goes off on their own agenda and then meets up with the other two toward the end of the game. Ramped A.I., wave after wave of enemies, and some strong graphics all point to another possible winner from Rare.





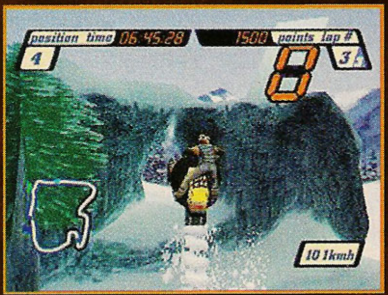
Sled Storm

BY AIR HENDRIX

- Developed and published by Electronic Arts
- Target release date: Summer '99

PLAYSTATION

FIRST LOOK


position time 06 45.28
1500 points lap #
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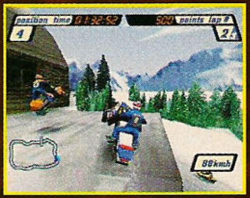
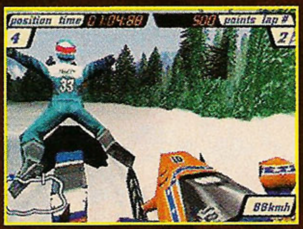
8
3
101kmh

ELECTRONIC ARTS IS delving deeper into extreme sports with Sled Storm, which lets gamers race snowmobiles (a.k.a. "sleds") on eight open mountain courses and six supercross-style SnoCross tracks. But these races are far from tame as sledders catch huge air, bust off 50-plus cool tricks, and trade paint like NASCAR drivers. The game's coolest feature is its four-player split-screen racing (requiring a multitap)—a rarity on the PlayStation. Sled Storm's snowmobile racing is definitely original, and as long it doesn't get mired in mud, it could attract an extreme-sports following.

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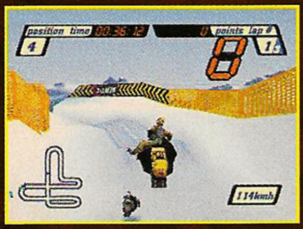
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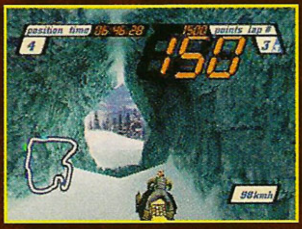
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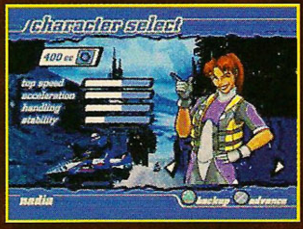

character select
400 cc
top speed
acceleration
handling
stability
nadia
backup
advance

Perfect Dark

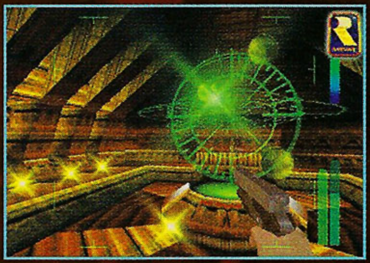
BY JOHNNY BALLGAME

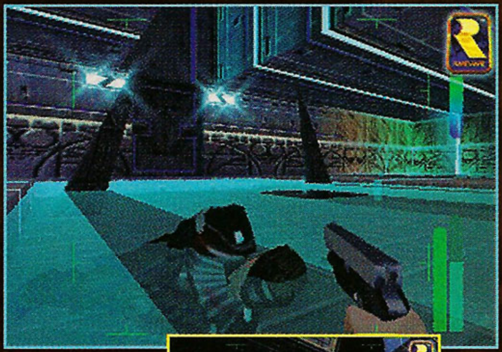
- Developed by Rare
- Published by Nintendo
- Target release date: Fall '99

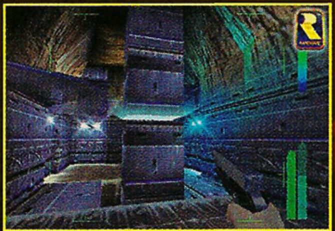
FIRST LOOK

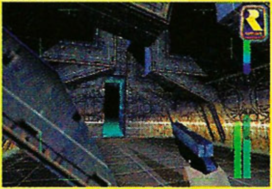
NINTENDO 64

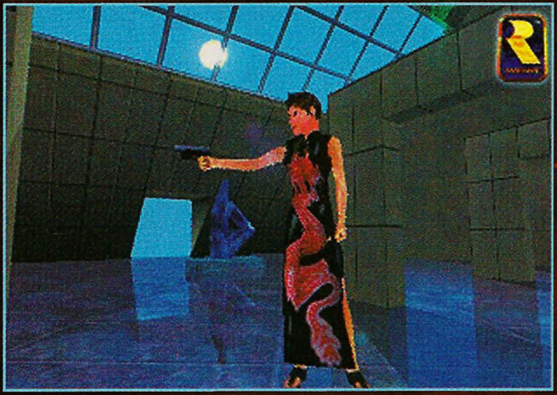
FROM THE DEVELOPMENT team behind the brilliant GoldenEye 007 blasts Perfect Dark, a futuristic first-person spy shooter that hopes to surpass GoldenEye in every category from story line to gameplay. You play a talented young field operative named Joanna Dark—codename, Perfect Dark. After uncovering a conspiracy that spans hundreds of light years, you grab your gun and hunt for clues and bad guys in locations that range from alien shipwrecks to top-secret air bases. The mission objectives promise to be more intense than GoldenEye's, while the gadgets and weapons will be more high-tech and even deadlier. Look for the game to hit some time this fall—it could be Nintendo's best title this year!

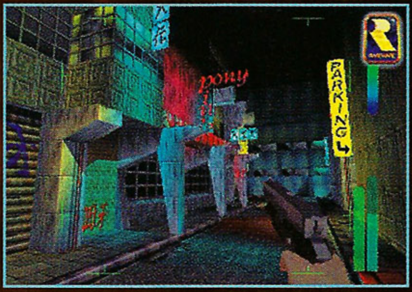


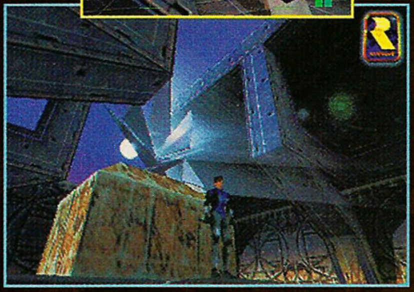


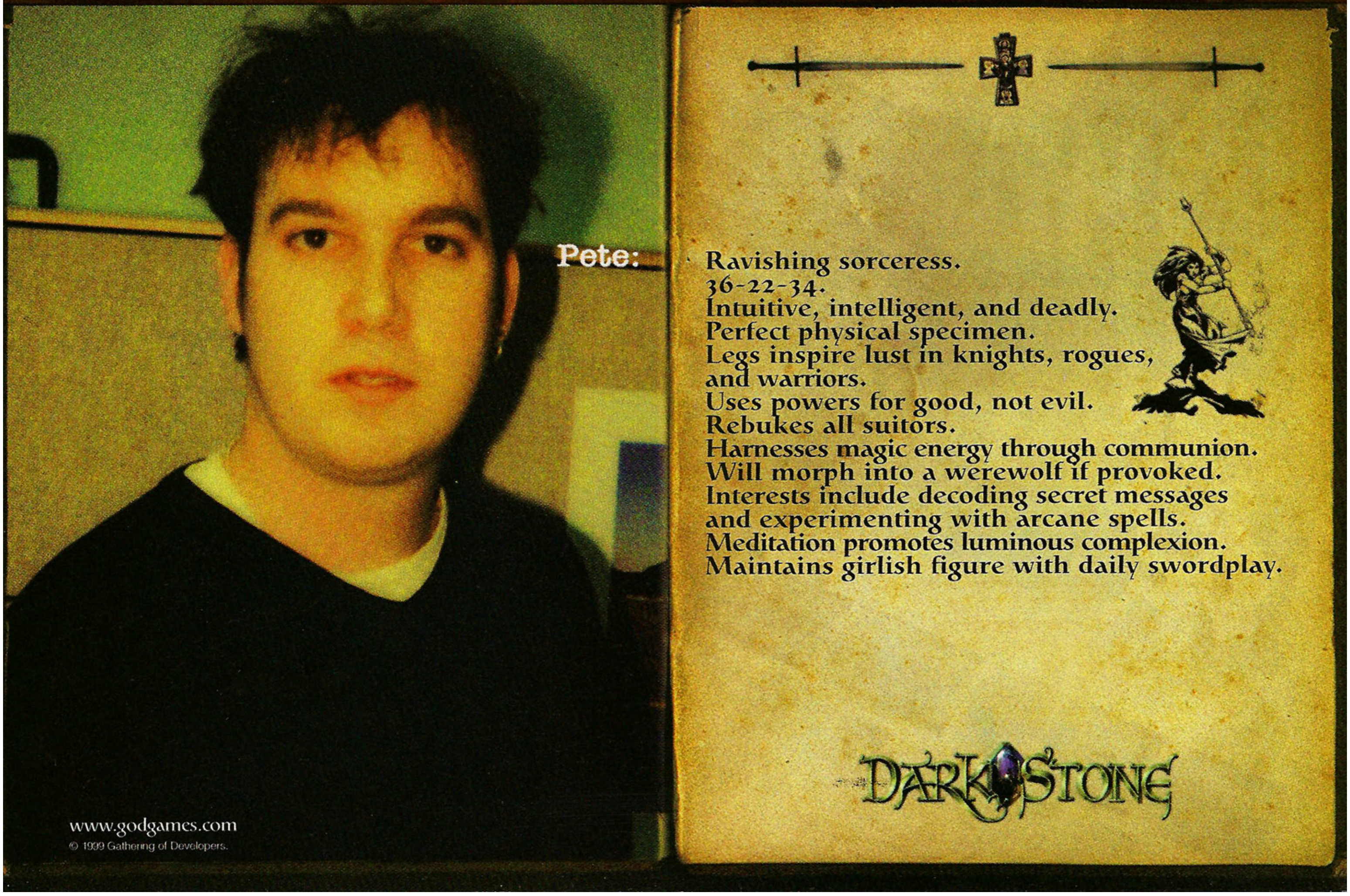











Pete:

Ravishing sorceress.
36-22-34.
Intuitive, intelligent, and deadly.
Perfect physical specimen.
Legs inspire lust in knights, rogues, and warriors.
Uses powers for good, not evil.
Rebukes all suitors.
Harnesses magic energy through communion.
Will morph into a werewolf if provoked.
Interests include decoding secret messages and experimenting with arcane spells.
Meditation promotes luminous complexion.
Maintains girlish figure with daily swordplay.

DARKSTONE

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Ape Escape

BY BROTHER BUZZ

- Developed and published by Sony Computer Entertainment America
- Target release date: June

HANDS-ON

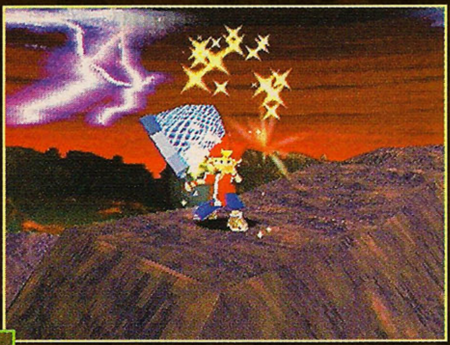
PlayStation

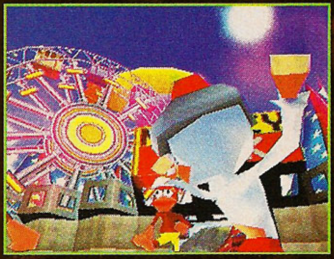
APE ESCAPE LOOKS like total monkey madness. A once harmless simian accidentally dons an intelligence-enhancing helmet. Now he's evil and is sending his monkey minions back in time to turn Earth into the planet of the apes. As Spike, the boy hero, you'll hunt banana burners through 21 levels across seven time periods.

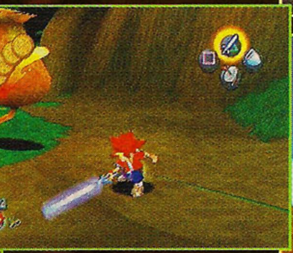
This 3D action/adventure game seeks to innovate PlayStation gameplay by assigning all the controls to the Dual Shock controller's joysticks: The left stick controls movement in all directions, while the right stick operates a mess of gadgets.

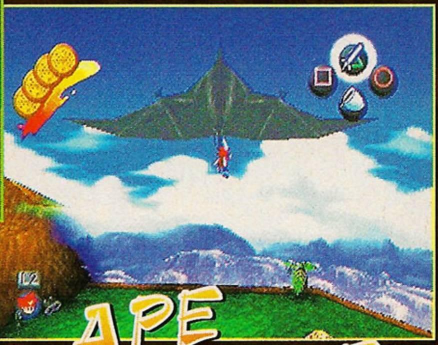
Mastering these gadgets will be the key to the game. The main tool is a monkey net, but Spike also swings a lightsaber, fires a slingshot (with sniper targeting), operates a handheld Monkey Radar, and more. You'll need all this stuff and a Hula-Hoop (for real) to snare the fleet-footed, sneaky apes and to fight the vicious animals that range from stinging insects to ferocious dinosaurs.

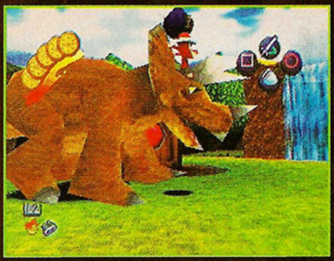
So far, Ape appears imaginative and zany. Zapping monkeys back down the evolutionary scale just might be a great ape-scape.

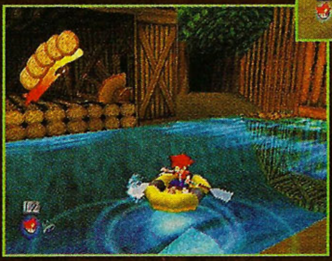


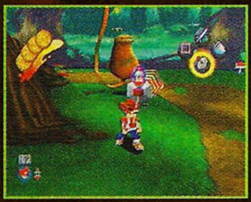












APE ESCAPE

Bugs Bunny Lost in Time

BY SCARY LARRY

- Developed by Behaviour Interactive
- Published by Infogrames
- Target release date: June

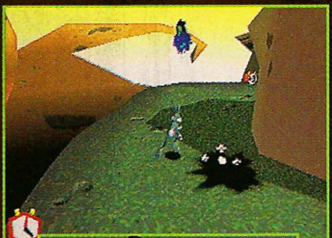
HANDS-ON

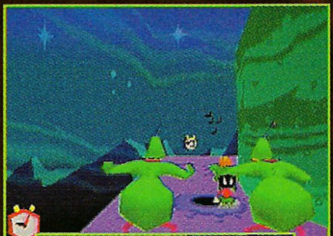
PlayStation

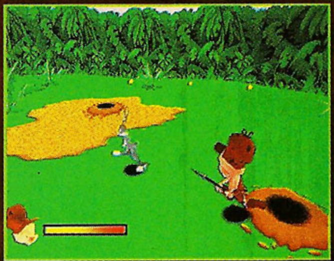
BUGS IS BACK, baby, and if you think you're getting some lame kiddie game with this title, think again. Bugs Bunny Lost in Time is a creative and faithful retelling of the Warner Bros. cartoons, with appearances by all your favorites, including Elmer Fudd, Yosemite Sam, Bugsy and Rocky, and, of course, Daffy Duck.

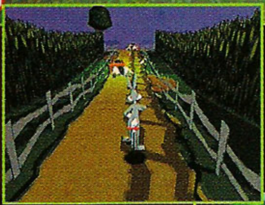
Each environment is themed and designed to look like the classic 'toons from which they originate: For example, Marvin the Martian's level has a linear, '60s quality to it, while Yosemite Sam's pirate level is round and curvy. In its 85-percent preview form, the game looked great, but clearly unfinished, with large, colorful, blocky backgrounds dominating each of the six worlds.

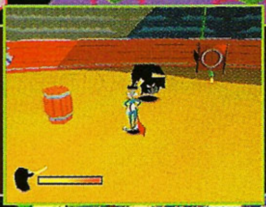
Bunny's gameplay is a cross between Gex and Banjo-Kazooie. You have to collect clocks to unlock other worlds and find golden carrots to unlock the three bonus levels. Bugs' repertoire includes kicking, jumping, floating, throwing, and moving objects. This highly skilled hare will also use all of his mental powers—with the help of Merlin the Magician—to uncover clues and find hidden spells. Like the cartoons, this too could be a classic.

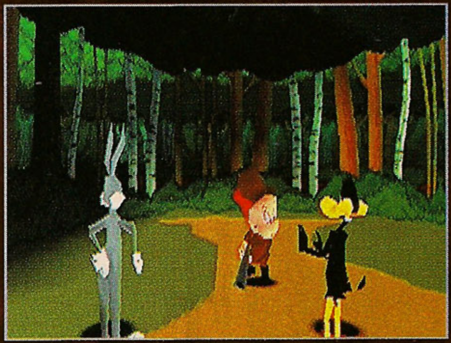


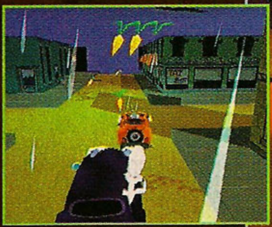


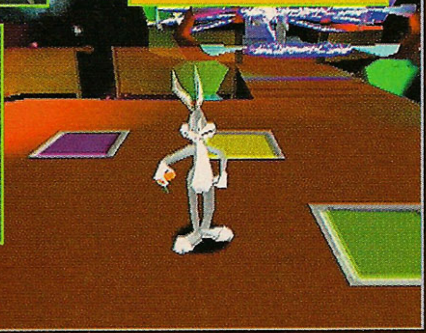












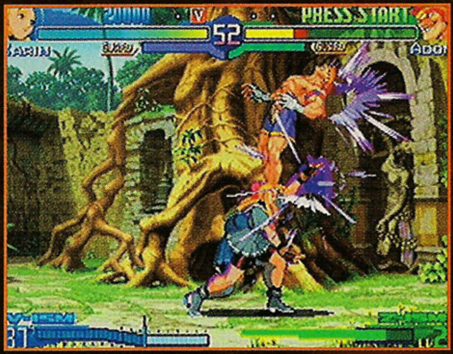
Street Fighter Alpha 3

BY JOHNNY BALLGAME

- Developed and published by Capcom
- Target release date: Fall '99

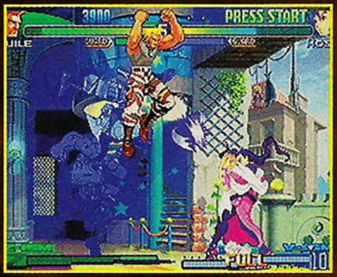
FIRST LOOK

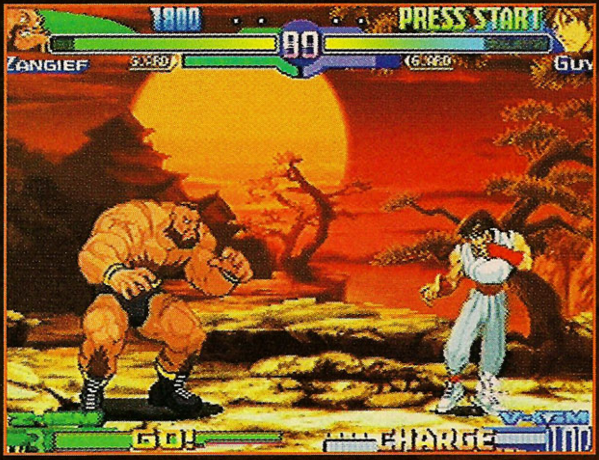
DREAMCAST

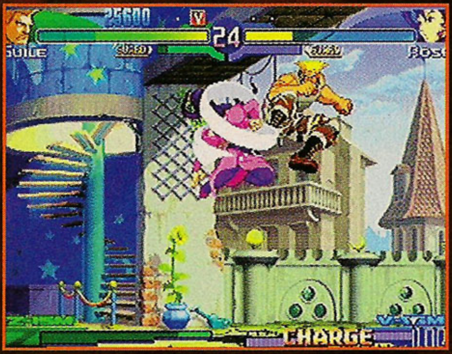


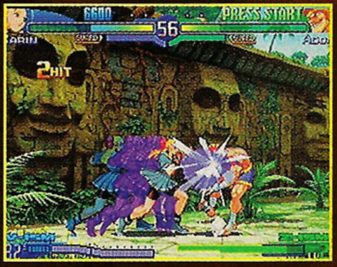
CAPCOM'S READY TO bust some heads on the Dreamcast with Street Fighter Alpha 3, the latest brawler in the legendary fighting game series. The game features the biggest lineup of Street Fighter characters to ever hit home as 31 combatants join the fray, from Ken and Ryu to Dee Jay (please, Hammer, don't hurt 'em). The 2D game also boasts a Dramatic Battle mode (with up to three players), a training mode, three distinct fighting styles per character, and some of the flashiest special moves around.

Other key gameplay differences between Alpha 3 and other Street Fighter games are the former's air recoveries (jugglin' ain't easy!) and a guard meter that limits your number of blocks. At press time, Capcom was still tight-lipped about other possible game modes and features, but if Street Fighter Alpha 3 plays as well as it did in the arcades, Dreamcast fans definitely won't be disappointed.









·Fully 3-D characters and environment

·Simultaneous control of 2 characters

·Random Quest Generator ensures maximum playability

·Manual camera control allows you to rotate 360 degrees and zoom in and out

·100 different enemies based on 30 different characters

·22 weapons and 32 spells

·Supports multi-player mode

Bid farewell to your former self.

Enter the world of Darkstone and leave your identity at the door. Surviving this medieval world, living under the shadow of a nefarious dragon, will require nothing less than a complete transformation. As a knight, monk, thief, or sorcerer, you will creep through dungeons, explore towns and wilderness, and slay armies of nasty enemies on your quest to collect the seven orbs that can defeat your firebreathing nemesis. Look deep inside yourself. Is there a dragon slayer within?

DARKSTONE

Developed by Delphine Software Inc.

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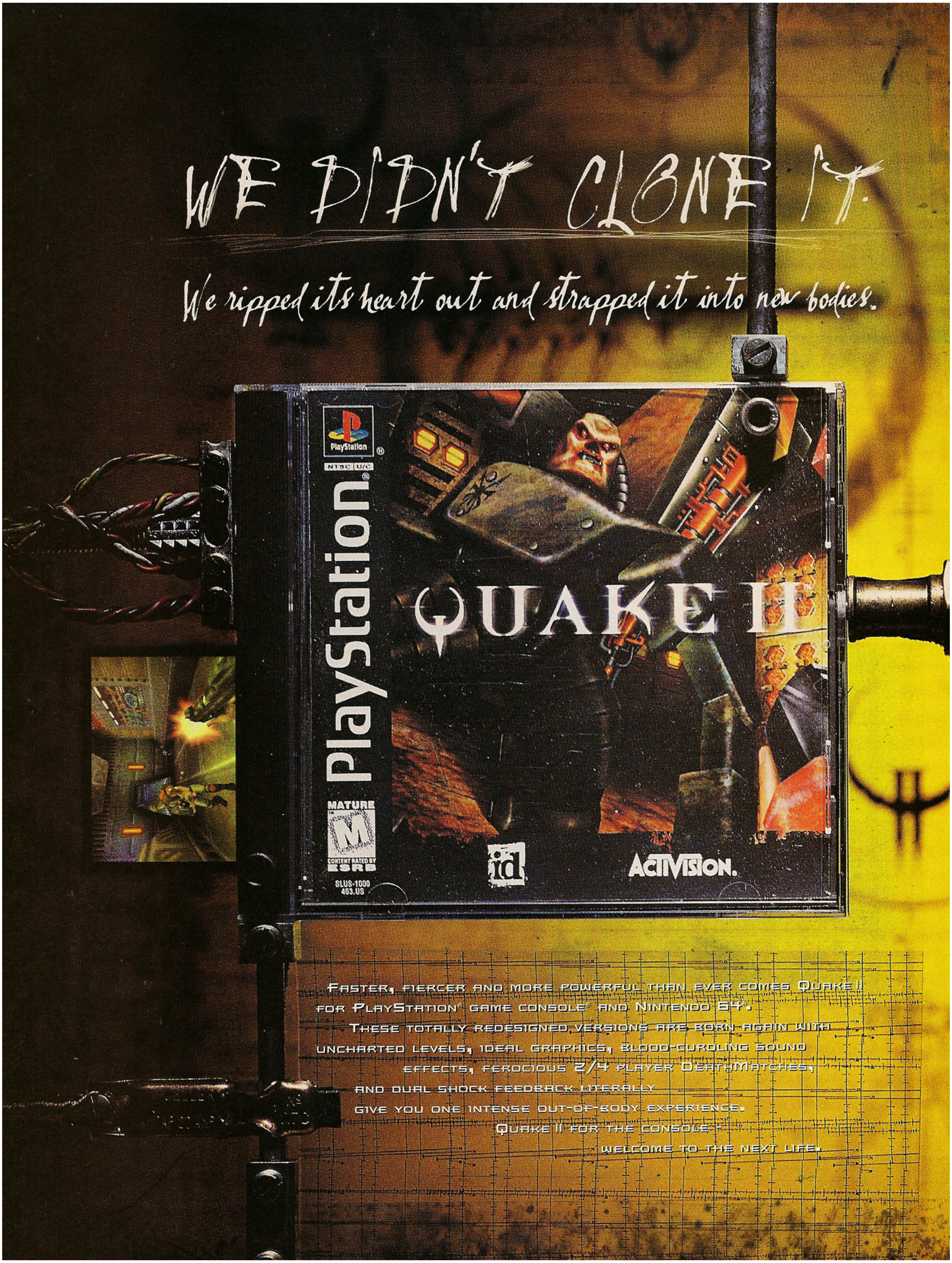
WE DIDN'T CLONE IT.
We ripped its heart out and strapped it into new bodies.
PlayStation
NTSC U/C
PlayStation
QUAKE II
MATURE
M
CONTENT RATED BY ESRB
SLUS-1000 463.US
id
ACTIVISION.

Faster, fiercer and more powerful than ever comes Quake II for PlayStation® game console® and Nintendo 64®.

These totally redesigned versions are born again with uncharted levels, ideal graphics, blood-curdling sound effects, ferocious 2/4 player DeathMatches, and dual shock feedback literally give you one intense out-of-body experience.

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welcome to the next life.

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Sequel to the Highly Acclaimed Award Winning Baseball Game.

- **1998 Game of the Year**, from "Gamersvoice/Perfect Game" Web site
- **1998 Baseball Game of the Year**, WarZone.Com
- **1998 Best AI in a Sports Game**, WarZone.Com
- **1998 Best Hands-On Gameplay in a Sports Game**, WarZone.Com
- **1998 Top 10 Sports Games**, Sports Gaming Network (only baseball game in Top 10)
- **1998 Top 10 Sports Games**, PC Sports Games

"Top-notch arcade play; the best baseball game AI." *- PC Gamer*

- **TruPlay™ AI** guarantees true-to-life base running, fielding, and managing
- Motion-captured **polygonal players** in a 3D environment ensures authentic Major League™ gameplay
- **Broadcast-style** camera angles and VCR features allow you to replay the action from any angle*

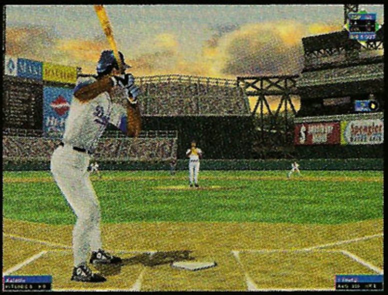
"...all the intricacies of a real game, from line drives to the suicide squeeze and the double switch." *- Family PC*

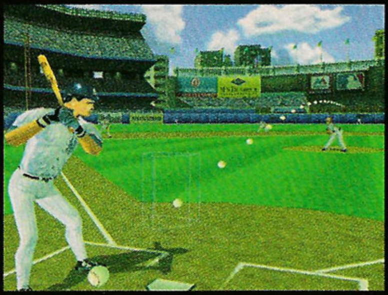
- **Blazing fast** gameplay and all the action of a highlight reel
- **Pro-style** interface that brings you into the game
- Head-to-Head **Multi-player** action via LAN, modem, or Internet*

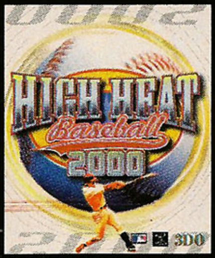
"This game feels like baseball...great gameplay, and super AI. No other game does these things." *- PC Sports Games*

- **New Major League Baseball®** team rosters, 1999 MLBPA player rosters and 1998 season stats
- **Career Mode** includes a realistic aging curve, player retirement, and new rookie prospects*
- Make blockbuster deals with **Multi-player trades** and **Manage-only mode** to control key aspects of gameplay*

*PC version only







"This is the best baseball game, satisfaction guaranteed."*

- Trip Hawkins, President, 3DO

PlayStation
HIGH HEAT
Baseball
2000
3DO

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CONTENT RATED BY ESRB

PC CD-ROM

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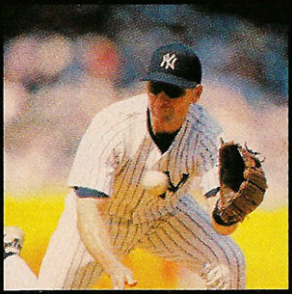

"...the single most realistic and exciting baseball game on the market."

-*Sports Gaming Network*

HIGH HEAT Baseball™ 2000

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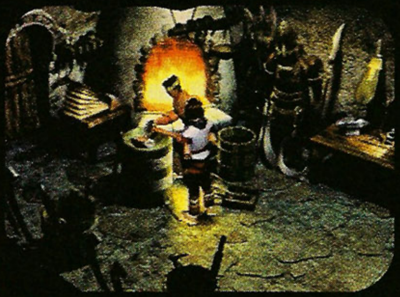
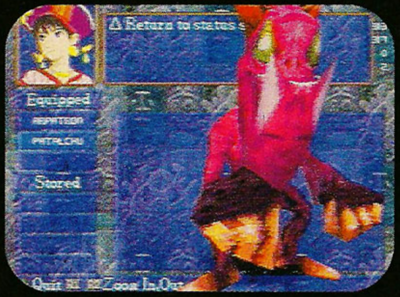
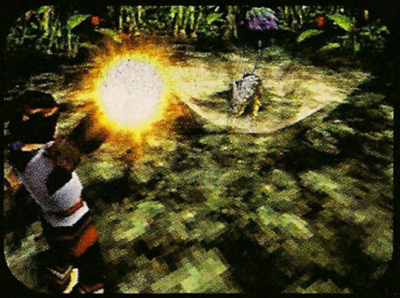


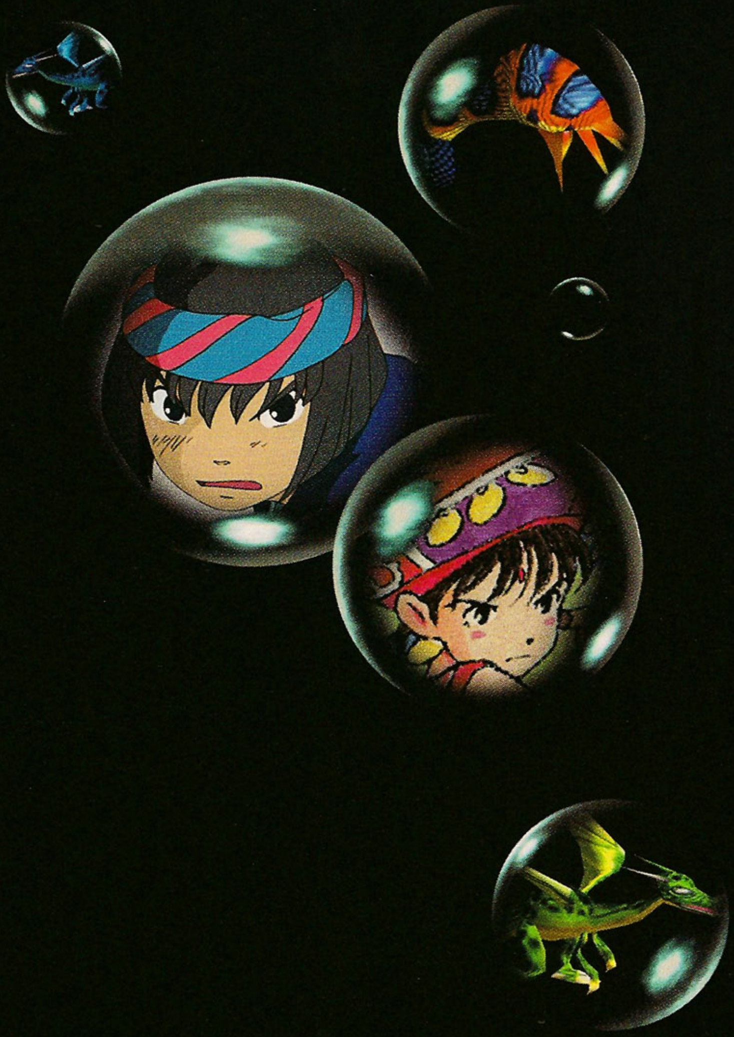
Uniquely immersive role-playing experience is limited only by your imagination.



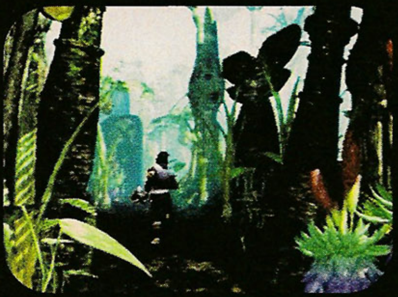
Collect over 150 creatures including rare and ultra-rare breeds. Then custom combine them into millions of powerful new monsters.



Strategically use your monster's dominance of one of the four elements: Earth, Wind, Fire or Water.



INFINITE MONSTERS



Pit your creation against a friend in the arena mode.

Welcome to the world of Jade Cocoon: Story of the Tamamayu. As Levant, a Cocoon Master, you will engage powerful monsters in deadly one on one combat. As the magic and talon clash of these titanic battles turn to your favor you can call on the mystic Cocoon powers and capture a fallen foe as they are on the brink of death. Once captured these mighty creatures can be trained to fight for you and combined with other monsters to form millions of new beasts. Once created these creatures will be your key to surviving the perils of the forest.

TEEN T CONTENT RATED BY ESRB

PlayStation

CRAVE ENTERTAINMENT

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COMING JULY 14, 1999
JADE
COCOON
STORY OF THE TAMAMAYU

BY SCARY LARRY

- Published by Fox Interactive
- $44.99
- Available now
- Action/adventure
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.5	3.5	4.0

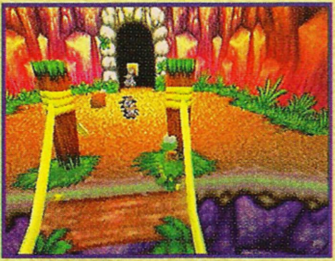
CROC 2

When Croc debuted on the PlayStation back in 1997, many were amazed by the Nintendo 64–like quality of the graphics and charmed by the game's simple, enjoyable gameplay. Those same people will find that Croc 2 offers both elements again, but this time in much larger quantities.

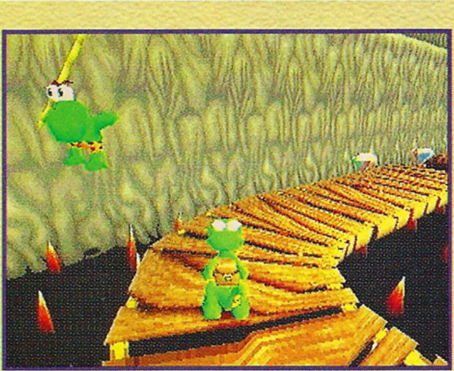
IT'S BEEN A WHILE, CROCODILE

While Croc remains childlike and harmless, however, the rest of the video game world has grown up. Crash got Warped, Spyro turned out to be a pyro, and even Mario decided to throw in his plumber's cap and duke it out with his Nintendo kin. In this light, Croc 2 seems a little dated and young, though the graphics certainly shine a little brighter this time around.

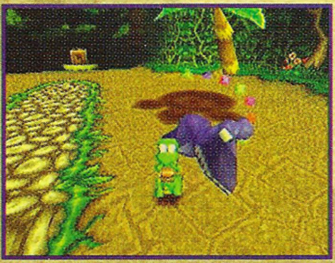
Croc 2's gameplay is a cross between Gex and Crash. Yet the game has more mature lighting and visual effects than the original, centered around enemies who look like they came straight from the theme-park-mascot hall of fame. There's also a variety of gameplay, including racing and boss-slaying, and a cooperative two-player mode that works well if you want to share the Croc experience—especially with younger players who will immediately take to its simple gameplay. The sound, though, is daycare disco and should be avoided.



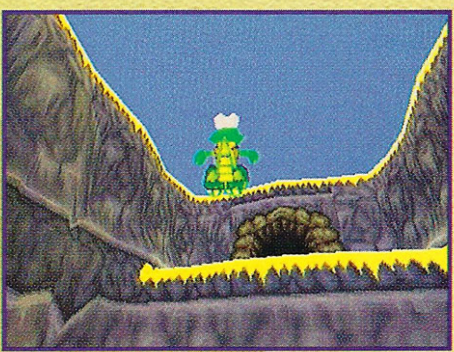
PROTIP: Always go into a level stocked with at least one of every Gummi Ring. You never know when you'll come upon a hidden jump point.



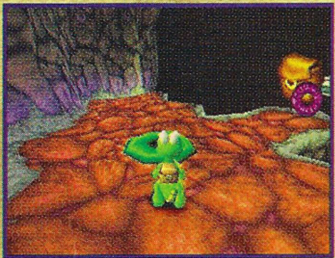
PROTIP: You'll learn to make a lot of decisions by watching shadows. Swinging enemies leave a shadow at their collision point, so stand there before they arrive and tail whip them.



PROTIP: Some enemies are stunned when you hit them; whack them again immediately to knock them out. All enemies regenerate, so keep moving!



PROTIP: You can get even higher with your tail stomp: Press × to jump, press × again to stomp, then press × a third time (and move the analog stick forward) to get a little help with tough ledges.



PROTIP: Don't worry about catching the thief in the first Gobbo level. He waits for you around every turn.

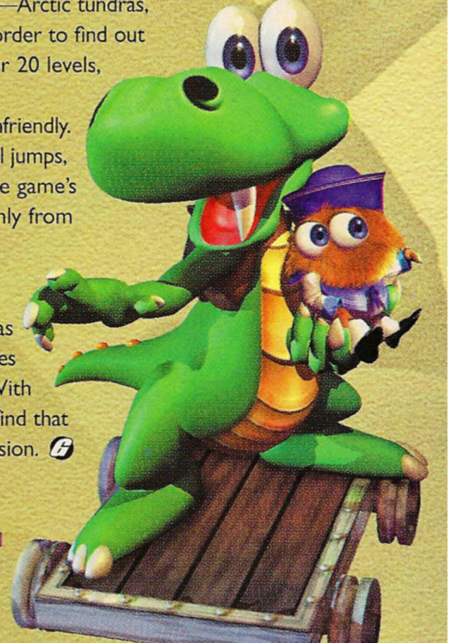
THE BIG GAME

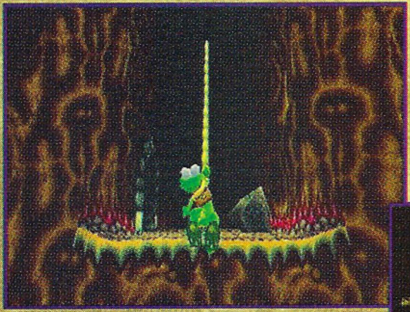
Simple doesn't mean boring, though. Croc 2 has the roguish little reptile jumping, swimming, climbing, and tail-swinging through five worlds trying to help his Gobbo pals in different missions while collecting crystals and gems for level completion. Each world has a theme—Arctic tundras, island, prehistoric levels, etc.—and enough variety to keep you playing in order to find out what's next. Add in the sheer enormity of the game, which delivers over 20 levels, and Croc fans will be busy for a long time.

Non-Croc-ers, on the other hand, will find the controls obtrusive and unfriendly. With a wildly uninhibited camera and pinpoint accuracy required for almost all jumps, Croc 2 will have you shedding more than a few crocodile tears. And the game's inherent cuteness will induce the kind of nausea you can get only from watching *Teletubbies*.

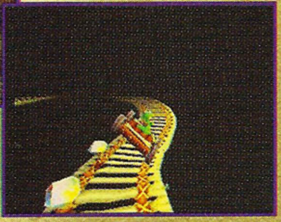
IS CROC IN DA' NILE?

Croc 2 is an acquired taste. While not as edgy and fast-paced as Crash Bandicoot: Warped or as well-oiled as Spyro, Croc 2 deserves a place on the same platform as your other platform games. With a little practice and patience, you'll find that Croc 2 provides plenty of ditzy diversion.





PROTIP: When vine-hanging, watch your shadow to determine where you'll land.



◄ PROTIP: Riding a moving vehicle and missed a few crystals? Simply jump up when the cart stops and you'll travel back along the path you just finished.

GRAPHICS 4.5

Sporting better graphics than the original, Croc 2 has some pretty cool lighting and special effects. The overall childishness of the characters and backgrounds, however, never lets you take the game seriously.

SOUND 3.5

Although you'll probably hear worse in your lifetime, you'd expect a game with great graphical flair to have great sound…but that's not the case here. The infantile version of "Cheek to Cheek" is fit only for senior-center elevators.

CONTROL 3.5

Tricky jumps are one thing; impossible jumps and cheap fake-outs are another. The game moves fairly fast, and then—BANG—you'll find yourself repeating the same level because of hideous leaps of faith.

FUN FACTOR 4.0

Croc 2 is simple fun—with the emphasis on simple. It's a mid-grade diversion for casual gamers and a low-grade diversion for hardcore platform stumpers. Give it a spin, though, and you may be back in a while, crocodile.

Respected coach and video gameologist Tom "The Thumb" Blake says that nothing can be harder on the video game player than a losing streak. That's why when you desperately need a victory, Coach Blake recommends these

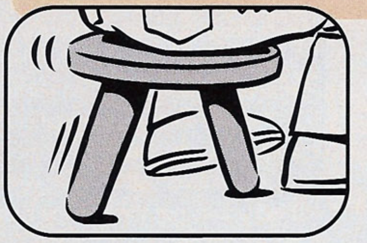
3 Sure-Fire Ways to Win.

1. Play with a different species, say, your pet monkey Jane. Or better yet, a species without arms, like fish.

Species	Winning percentage versus 12-year-old Homo sapien
Chimpanzee (pan troglodytes)	.00743%*
Gerbil (gerbillus gerbillus)	.00143%
Common Sparrow (spizella melospiza)	.00045%
Crappie (pomoxis nigromaculatus)	.00003%

*In research done by the Hienholz Institute in 1988 a Rhesus monkey was able to improve her winning percentage .000897% by playing only Donkey Kong.®

2. Make your opponent sit on the two-legged stool.



3. Play your dad.

PlayStation
LEGACY of KAIN
SOUL REAVER
TEEN
CRYSTAL DYNAMICS
EIDOS INTERACTIVE

Coach Blake also says that if you keep getting humiliated at your current games, get to Target and pick up a new one. Like *Legacy of Kain 2–Soul Reaver* for just $\$39^{99}$

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

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Warzone 2100

BY BOBA FATT

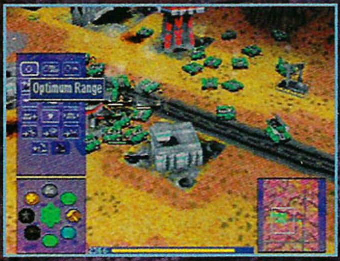
- Published by Eidos
- $44.99
- Available now
- Real-time strategy
- 2 players (with link cable)
- ESRB rating: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	1.5	3.5

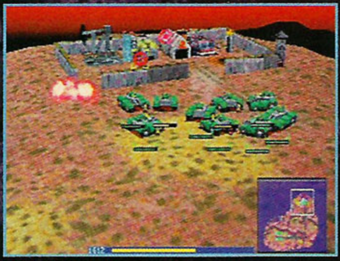
WARZONE 2100, EIDOS'S foray into the mass graveyard of console real-time strategy games, assaults the problem of controlling mouse-oriented games with joypads by offering a unique battle interface. Unfortunately, it falls flat.

Take the Helm

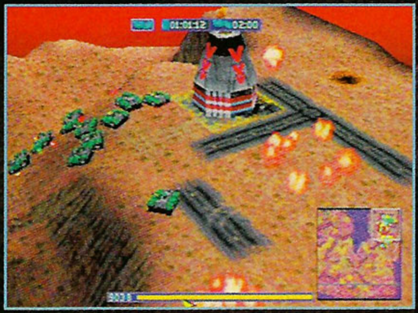
In Warzone, you take control of the lead unit in each platoon and select targets for the entire group—but your backup lags behind, making you an easy target. Even worse, your unit has no distinguishing marks, so you may get lost amidst your troops when entering battle mode. Furthermore, because most attacks require multiple platoons, it's hard to move a large force. There's a sharp learning curve, too; you'll have to constantly research new weapons and defenses and sometimes even "design" new units (some 400 researched technologies with vehicle, cyborg, and aircraft structures).



PROTIP: To minimize losses and to keep veteran units, order everybody to retreat at medium damage—they'll automatically flee before tanking.



PROTIP: Make sure to recycle your less-powerful vehicles so the big guns carry the most experience!

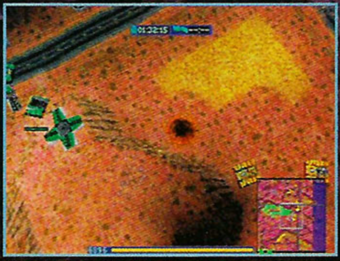


PROTIP: During the Arizona 3 mission, prepare a force of tanks at full strength because the next mission is a timed transport attack.

In the Zone

Although low on details, Warzone's utilitarian visuals offer a tremendous amount of freedom: You control your zoom, pitch, and angle with the right analog stick. Impressive cut-scenes aside, the explosions and weapon blasts are muted and bland, making mass destruction unsatisfying. Luckily, Warzone's pounding sound effects and eerie vocals take up the slack and keep your seat hot despite the repetitive, understated military-sounding score.

Despite the game's several drawbacks, Warzone achieves victory with unique attributes like structures that endure over several missions and units that improve with experience. This is a fine real-time strategy that's worth playing…but the PlayStation's not the best medium for it. Thankfully, there's a solid PC version out there.



PROTIP: On Arizona 6, rally in the southwestern part of the map, then bring at least two platoons of tanks with mobile repair units north to the enemy base.

Castrol HONDA

BY AIR HENDRIX

- Published by Electronic Arts
- $39.99
- Available now
- Racing
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
2.5	2.5	4.0	3.0

WITH A KICK-ASS motorcycle racing game like Moto Racer 2 in its lineup, you gotta wonder why EA bothered with Castrol Honda Superbike Racing. Yeah, it's got some appealing features and gameplay, but the weak graphics and sounds bury this racer in the back of the pack.

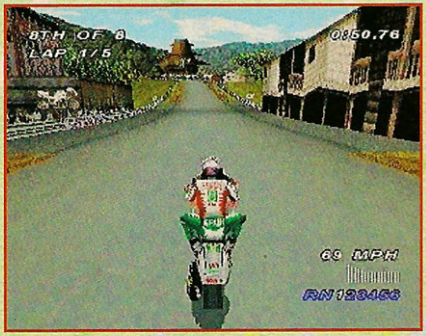
Wipes Out

First, the good points. Racers climb aboard the Castrol Honda RC45 bike and dive into single race or season action on 14 tracks. Castrol's impressive range of difficulty settings and braking/steering aids let you take these bikes out in everything from braking-is-for-wusses arcade action to demanding high-end sim battles. That depth of gameplay makes Castrol suitable for any breed of racing fan, and the excellent controls respond well, particularly with a dual-analog controller.

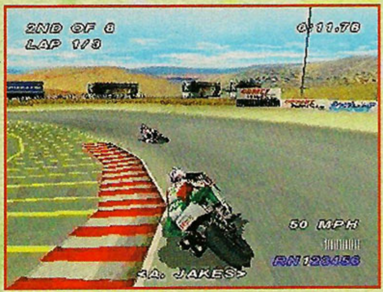
Unfortunately, the two-player split-screen action chugs a little too much, though it's definitely playable. Where Castrol really blows a flat is its graphics and sounds. The bland tracks provide little detail, suffering from a pixelated, muddy look. The racers are animated jerkily, too, artificially twitching through turns and collisions. As for sounds, there's no music or announcer, and while the sound effects of the engine and tires are realistic, they get boring pretty quickly.

Yellow Flag

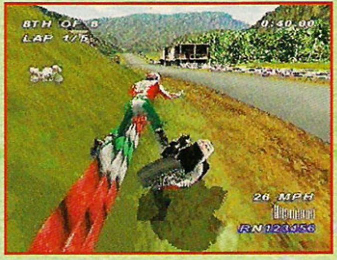
If you're a huge fan of superbike racing, you may want to check out Castrol to feed your superbike need, but you'd be smart to rent before buying. Everyone else should stick with Moto Racer 2 for solid motorcycle racing.



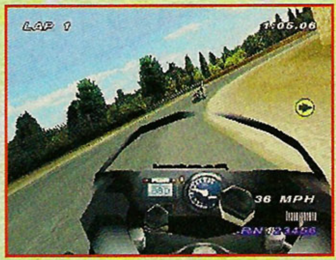
PROTIP: To pop a wheelie, nail the brakes, then quickly nail the gas.



PROTIP: When the braking and steering aids are off, finish braking before you start to turn, or you'll probably wreck.

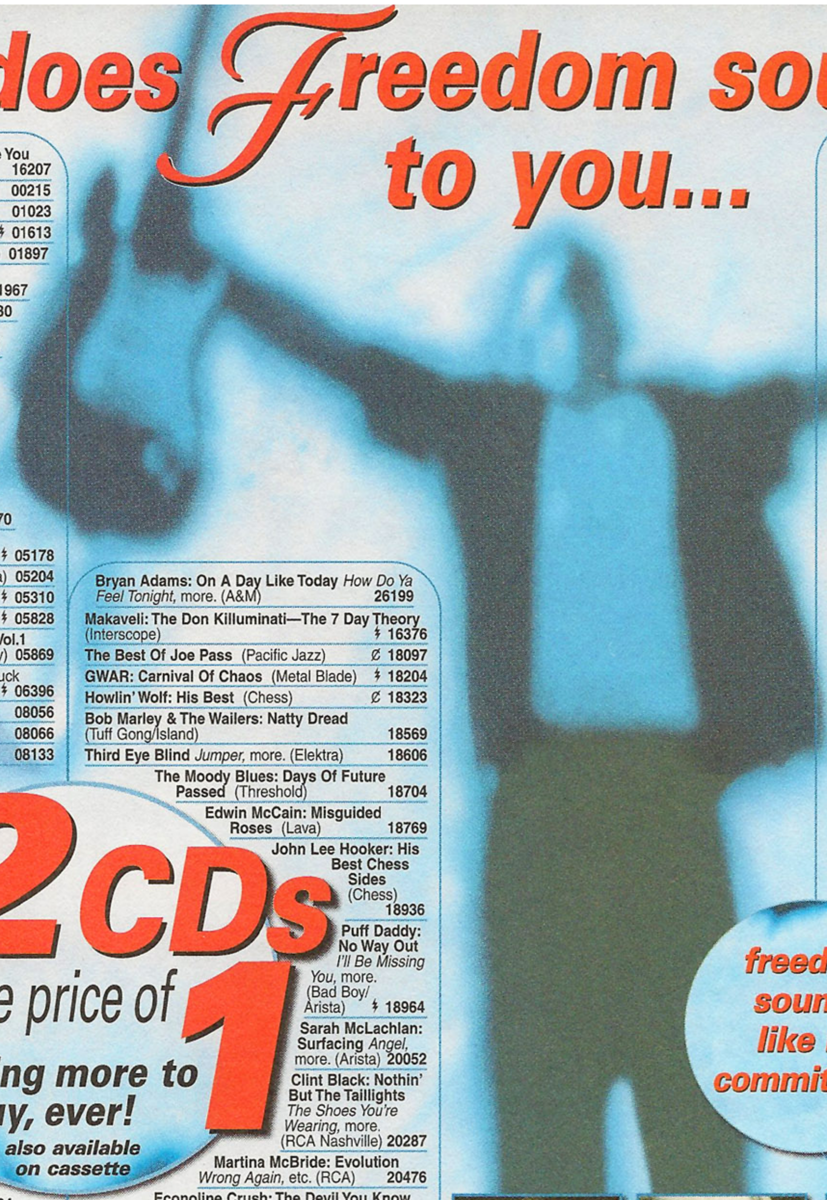


PROTIP: Superbikes aren't stock cars—collisions or even wandering off-road is instant death.



PROTIP: When racing at the higher difficulty levels, learn the tracks in a trainer session where a CPU bike demonstrates the best lines and speeds for each turn.

what does Freedom sound like to you...



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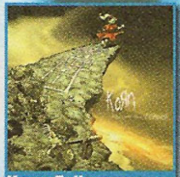
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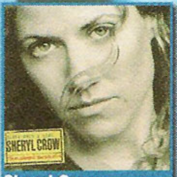
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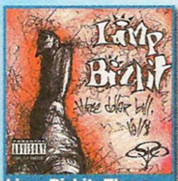
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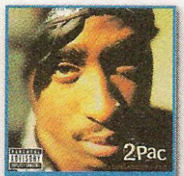

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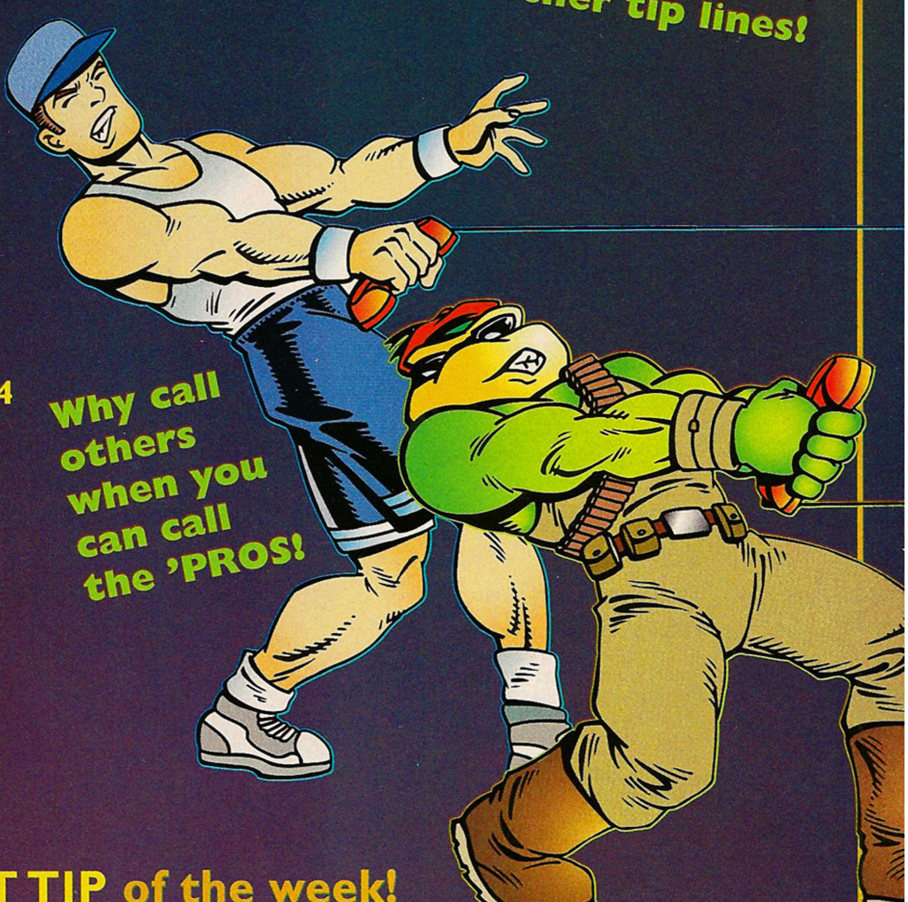

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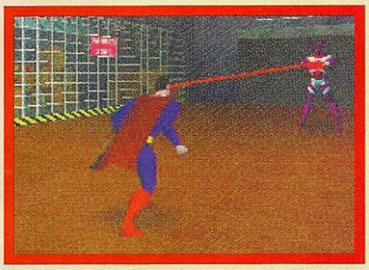

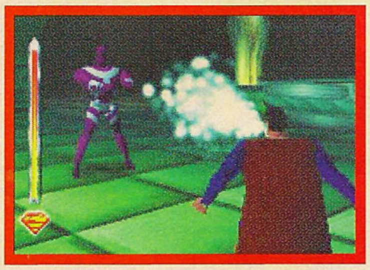

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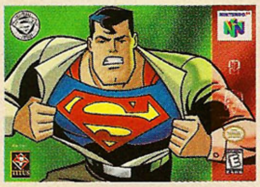

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NINTENDO 64

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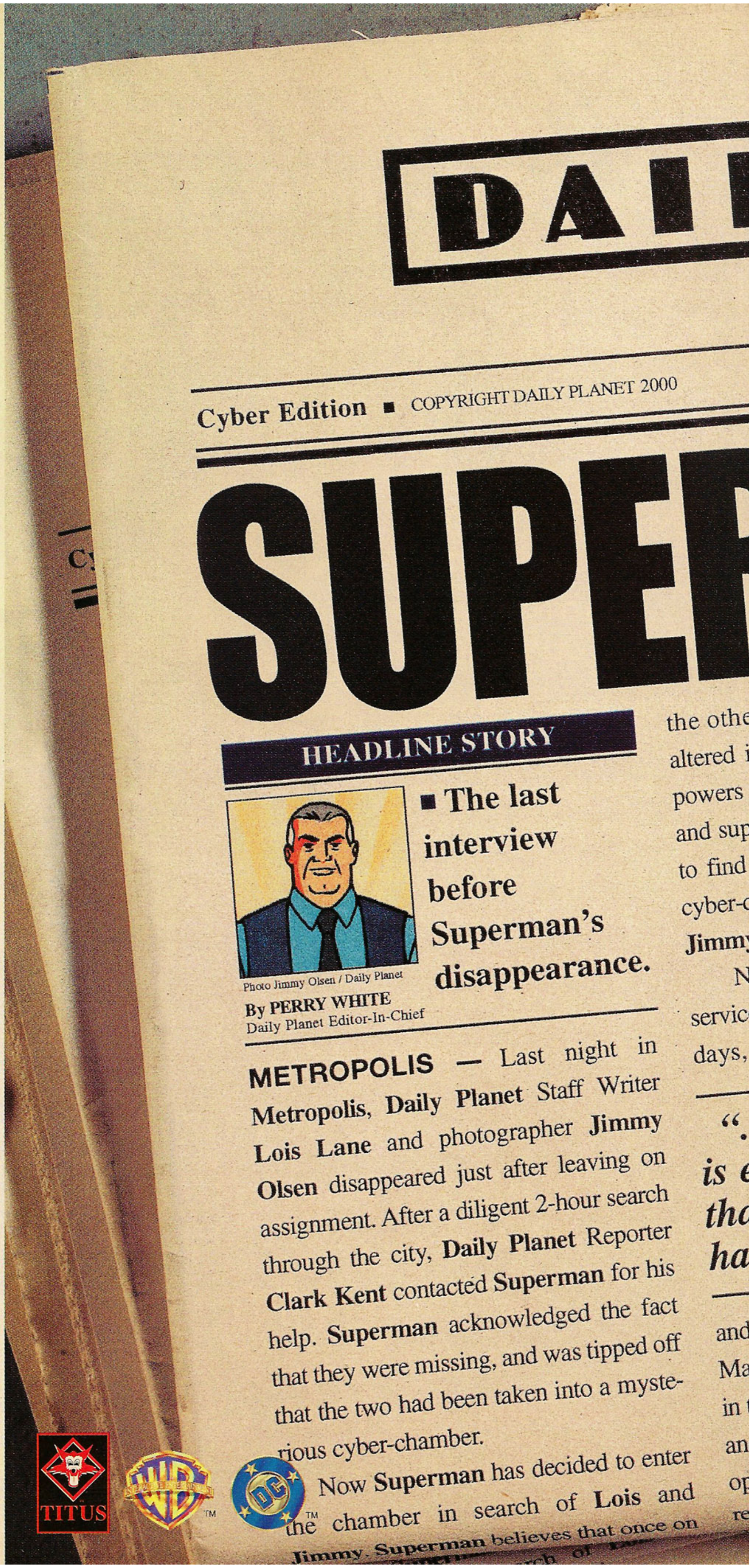

DAI

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SUPER

HEADLINE STORY

Photo Jimmy Olsen / Daily Planet

■ The last interview before Superman's disappearance.

By PERRY WHITE
Daily Planet Editor-In-Chief

METROPOLIS — Last night in **Metropolis, Daily Planet** Staff Writer **Lois Lane** and photographer **Jimmy Olsen** disappeared just after leaving on assignment. After a diligent 2-hour search through the city, **Daily Planet** Reporter **Clark Kent** contacted **Superman** for his help. **Superman** acknowledged the fact that they were missing, and was tipped off that the two had been taken into a mysterious cyber-chamber.

Now **Superman** has decided to enter the chamber in search of **Lois** and **Jimmy**. **Superman** believes that once on

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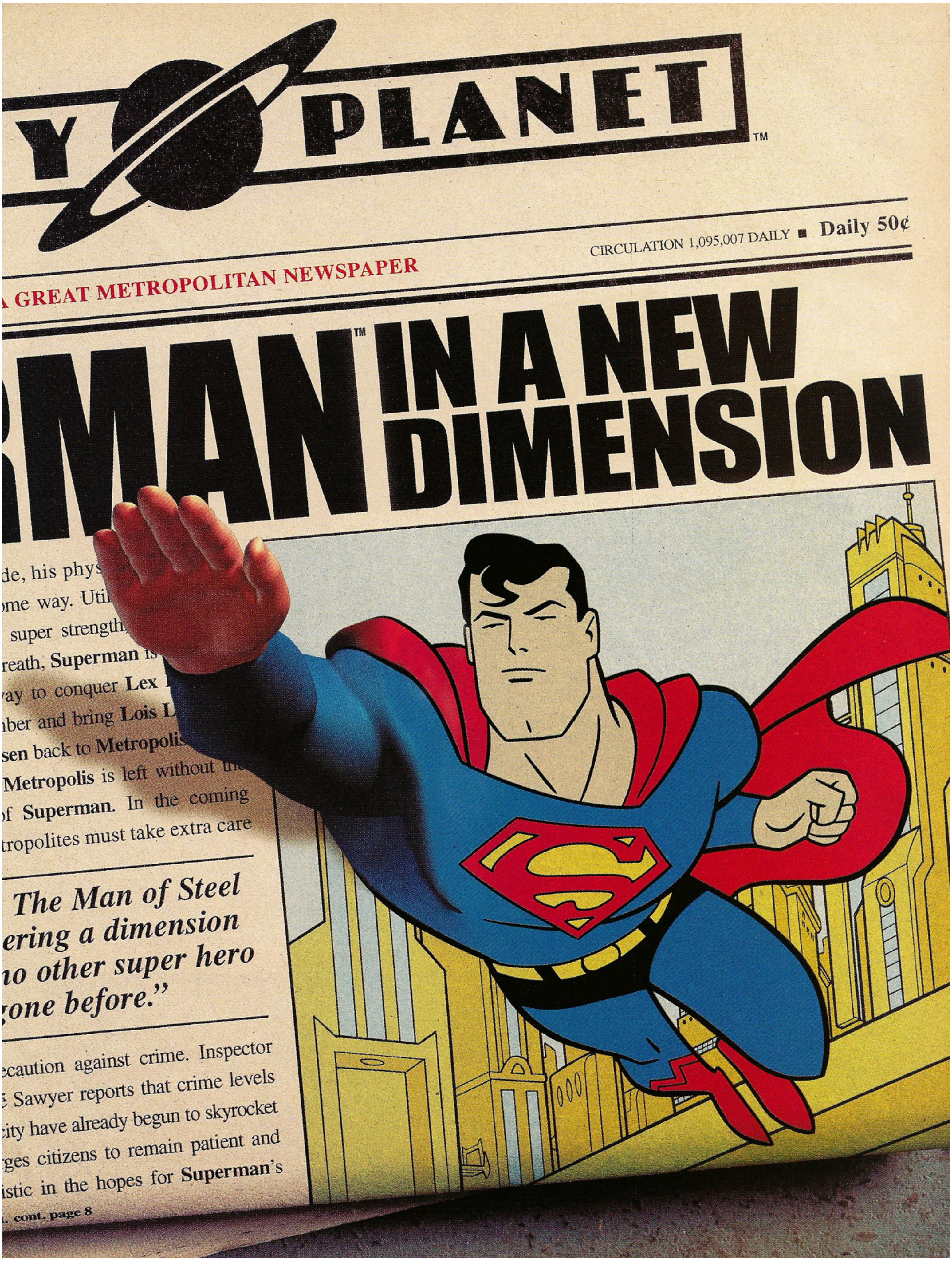

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ay to conquer **Lex**
nber and bring **Lois L**
sen back to **Metropolis**
Metropolis is left without th
f **Superman**. In the coming
tropolites must take extra care

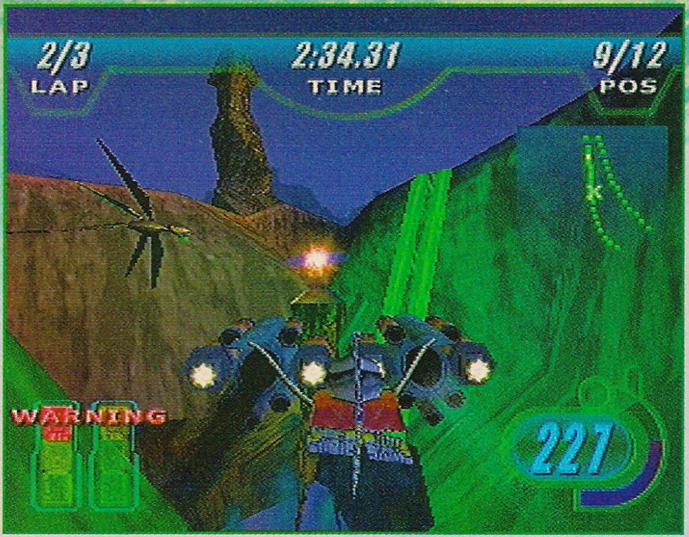
> *The Man of Steel*
> *ering a dimension*
> *no other super hero*
> *gone before.”*

ecaution against crime. Inspector
Sawyer reports that crime levels
city have already begun to skyrocket
rges citizens to remain patient and
istic in the hopes for **Superman**'s

cont. page 8

STAR WARS EPISODE 1 RACER

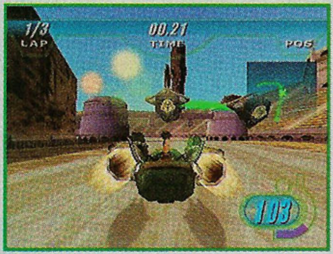
One of the most thrilling scenes from *Star Wars Episode I: The Phantom Menace* comes to spectacular life on the N64 with Star Wars Episode I: Racer. There are a few problems here and there, but overall, it's a furiously fast racing game fit for a Jedi.



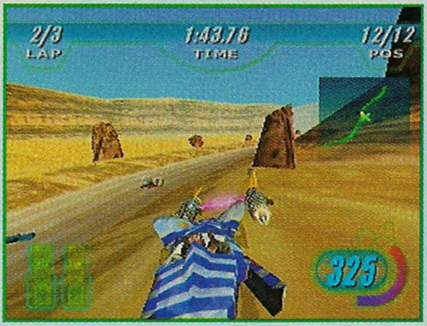
PROTIP: To make this wicked jump on the Amateur circuit's Malastare 100, pull back on the joystick. Otherwise, it's instant death.

Gentlemen, Start Your…Jet Engines?!

Star Wars Episode I: Racer explores the wild world of podracing—dangerous speed contests between jet-propelled chariot-like hot rods in that galaxy far, far away. The circuit's filled with daredevils from around the galaxy with names like Wan Sandage, Bozzie Baranta, Fud Sang, and Ody Mandrell. You can play as various creepy creatures or as Anakin Skywalker, the league's sole human pilot. The circuit spans multiple planets with tracks that include underwater tunnels, industrial highways, desert caverns, and icy tundra. There's enough visual variety within each track to keep gamers alert, too.

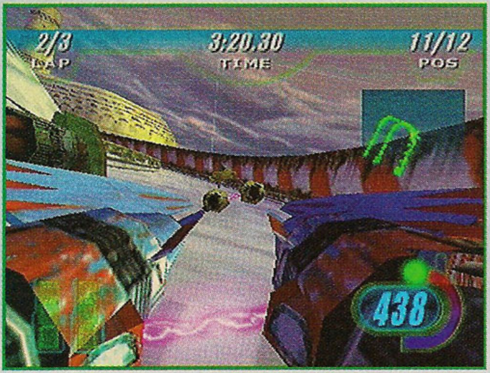


PROTIP: To boost off the starting line, hold the A button between "1" and "Go" on the countdown.



PROTIP: Make your own path on the Tatooine flatlands–use your boost to get up on the shoulder and cut out the corners altogether.

The bonus in Racer is that you can switch ships at any time during the various tournaments—you're not locked into one vehicle for the length of a tournament. No matter who you champion, the more races you win, the more new ships and pilots are unlocked. With 23 racers total, that's a lot of options. Each craft can be upgraded with new parts from Watto, the Tatooine junk dealer. You can buy new components or scour his junkyard for bargains among the "previously enjoyed" specials.

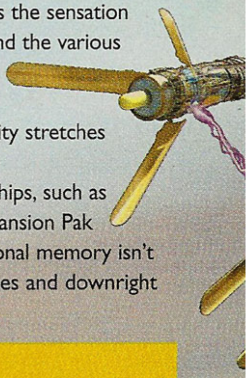


PROTIP: Repairing your ride during the race kills your speed–don't even think about it on you're final lap, even if you're in the lead.

Speed Freaks

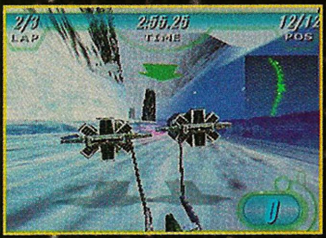
The most important element of any racing game—interstellar or otherwise—is the sensation of speed. Racer's extremely high frame rate makes your surroundings whiz by and the various obstacles around you approach with nerve-rattling velocity. The tracks have been laced with plenty of extra challenges such as rotating doors, slim passageways that need to be navigated by rolling your ship up on its side, and zero-gravity stretches where asteroid collisions loom around every turn.

If you bother to slow down, you'll notice plenty of detail on the tracks and ships, such as bright engine flames and colored lighting. Everything looks smooth with the Expansion Pak installed; without it, things take on a low-res, jagged quality. Still, even the additional memory isn't enough to eradicate pop-up problems, which are annoying in single-player games and downright distracting in two-player games.

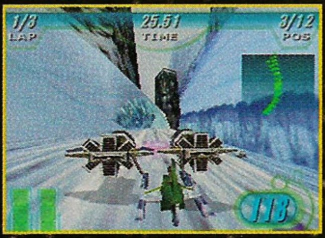


Beat Beedo's Wild Ride

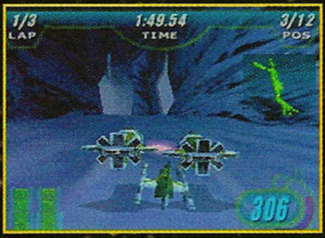
Check out these cool shortcuts for Beedo's Wild Ride on the Amateur circuit.



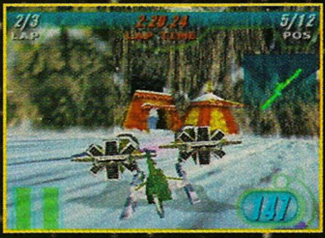
As you enter the tall mountains, bear left at the sign of the tall black stone in the middle of the course. You'll find yourself on a raised ledge.



If you have enough speed, you can crash through this ice wall and scoot through a secret-cave shortcut.



After the ice lake and yellow flags, you'll enter a wide-mouthed cavern. Once inside, stay to the right to find another slim shortcut.



As you approach the start/finish line for laps 2 and 3, steer to the left and fly through the tent for a huge shortcut (which avoids the ice cave).

BY DAN ELEKTRO

- Published by Nintendo
- $69.95
- Available May
- Racing
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	5.0

You Must Learn Control

Despite their complete fantasy basis, the speedsters in Racer feel immediately comfortable. The joystick's response is crisp, and the sway of the ships on turns reflects believable physics. Each racer handles differently, but all of them can be upgraded and adjusted to your personal taste—a huge plus when you're searching for your ultimate ride. As in any racing game, different vehicles may yield different results on the same course.

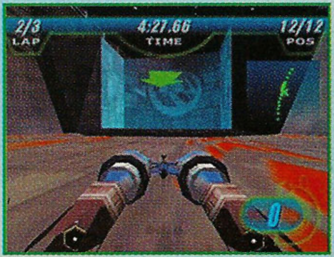
However, each ship's pleasant response is balanced by a questionable control layout. In a remarkably dim omission, you can't reconfigure the buttons, which leaves you stuck with the default setup. That wouldn't necessarily be a problem if the boost control weren't on the same stick used for steering. While you veer left and right around obstacles, you're also expected to press up on the stick to charge your boosters. It's just as awkward as it sounds—the Z trigger, which is unused, would have been more comfortable. With buttons to spare on the N64 controller, why not use them?

Skywalker Sound

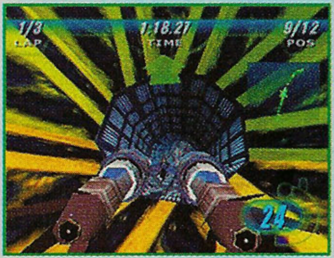
All alien drivers mumble in their own languages throughout each race. The ships' engines sound cool, too, whining and roaring during turbo blasts. Unfortunately, the track announcers sound a little goofy, and gamers are only treated to John Williams' majestic score on the third and final lap. Maybe that's to heighten the dramatic tension of a big finish, or maybe it's limited due to cartridge space. Either way, when you hear it, it's properly heroic; you'll wish it was there for the whole race.

Jedi Fahrvergnügen

Star Wars Episode I: Racer packs enough high-octane thrills that most gamers will be able to look beyond the nitpicks about control configuration and pop-up. For sheer N64 racing excitement, it's the game to beat.



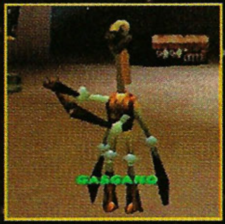
PROTIP: You'll need to slam on the brakes before diving down into the second zero-g tunnel on Oovo IV's Executioner (Galactic circuit). If you enter it too fast, you'll crash.



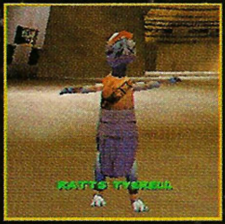
PROTIP: During zero-gravity sections, constantly weave back and forth. Flying down the middle will almost certainly cause you to crash.

Familiar Filmed Faces

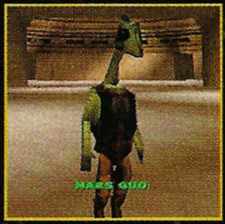
Watch *The Phantom Menace* closely, and you'll see some of the following game characters during the podracing sequence.



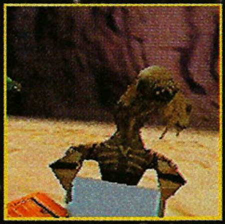
Gasgano



Ratts Tyerell



Mars Guo



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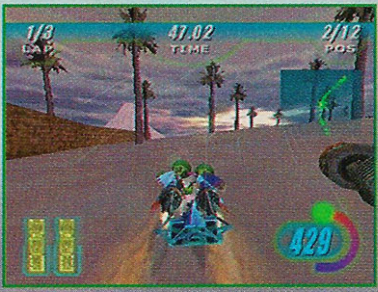


◄ **PROTIP:** There aren't weapons on the pods, but one racer can turbo boost through another to wreck them.

GRAPHICS 4.5

Despite some pop-up problems, Racer looks fantastic; the Expansion Pak enables smooth textures, great lighting effects, and a high frame rate. Without the extra RAM? Scruffy-lookin'.

SOUND 4.0

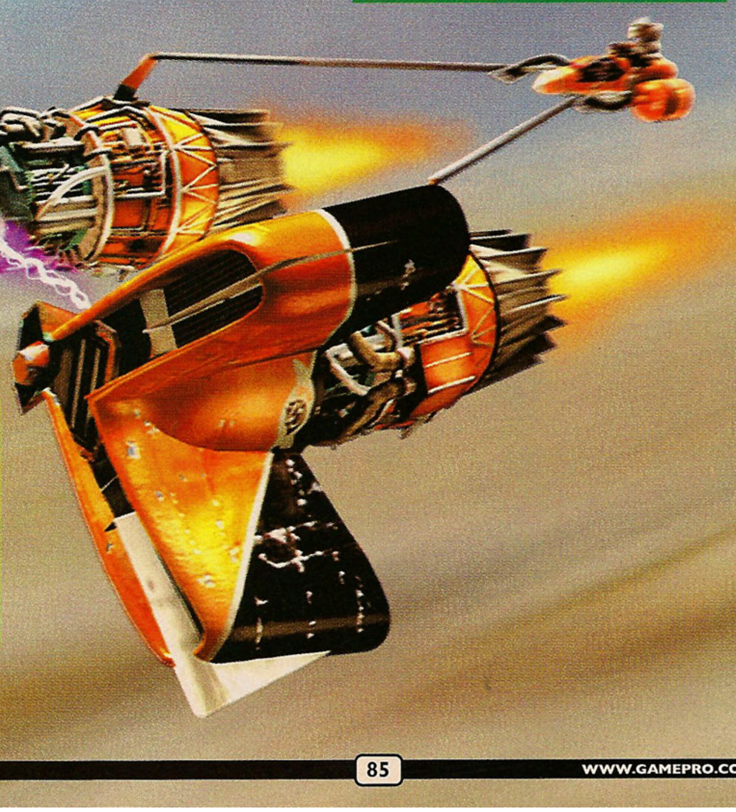
Racer would earn a higher sound score if there were more of it. The engine whines and vehicle collisions don't disappoint, but John Williams' score only kicks in on the final lap and the characters' alien chatter gets repetitive.

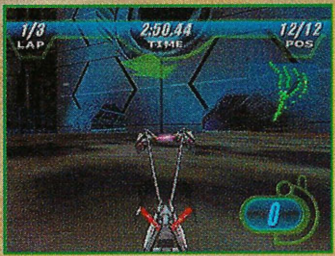
CONTROL 4.0

The boost system is needlessly complex, and the buttons cannot be reconfigured—a major slide into the Dark Side. However, the ships respond with remarkable smoothness, which helps salvage the score.

FUN FACTOR 5.0

The Force is strong with this one—fans of futuristic racers like Wipeout suddenly have a killer alternative. Racer has the speedy frame rate, the creative courses, and the sense of tension that racing fans crave.

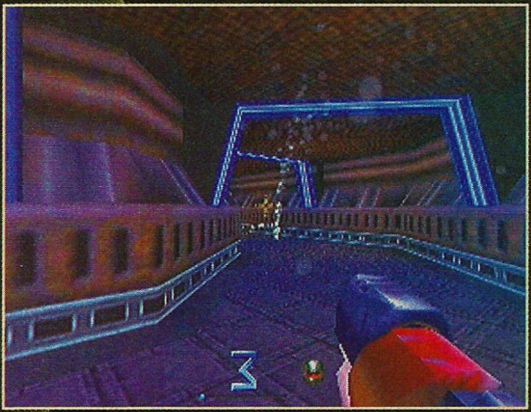




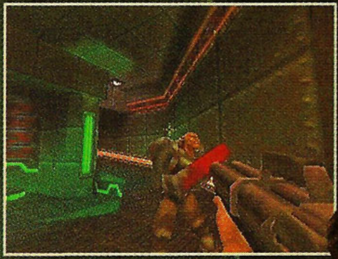
PROTIP: Not all "shortcuts" are short—some are merely alternate paths that lengthen your lap. Choose wisely.

QUAKE II

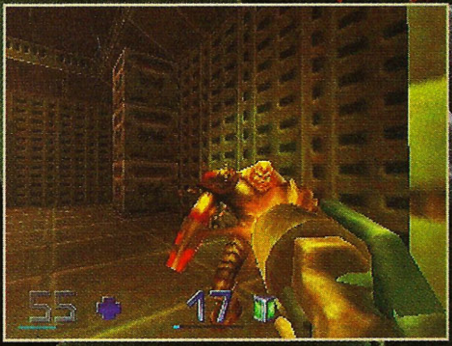
For a while, gamers thought Quake II for the Nintendo 64 was destined to sit in limbo while id and Activision worked out design problems and technical difficulties. But the time they took with Quake II was well spent—now gamers will be able to get their hands on one of the best console corridor-shooters of all time.



▶ PROTIP: When sending grenades into unexplored territory, watch the trajectory of the grenade, then adjust your aim to hit your target. The golden rule is: If you can see them, they've already seen you.



◀ When using the super shotgun, always aim for the cyborgs' noggin'. It's much more effective than a shot to the body and it takes 'em down much quicker.



◀ PROTIP: If an enemy crouches down to avoid fire, simply aim lower and blast 'em before they can scurry up closer.

Shakin' Quake

Delving into Quake II's high-octane mayhem will cost you. You'll definitely need an Expansion Pak to optimally view the game's rich, layered graphics—playing without it is like playing QII on an Atari 2600. Fortunately, the Pak easily remedies the chunky breakup and bad polygon-meshing.

At QII's graphical peak, you'll find great-looking monsters and cyborg soldiers, many of which are from the PC version—there are even a couple of new surprises and enemies thrown in. The texture-mapping on said enemies is so realistic (if you're using the Expansion Pak), you'd swear you were playing the game on a high-end PC. While there is a minor frame dropout compared to the speed of the PC, the game stills moves faster and plays smoother than any other console-shooter right now.

A Level Up

Gamers are also treated to great new levels (Activision claims they're all new levels, but they look suspiciously close to those in the PC version) and a variety of secrets and hidden areas. Of course, QII includes awesome weaponry—you'll find all the PC-favorites on the N64 version, like the railgun, hyperblaster, and rocket launcher.

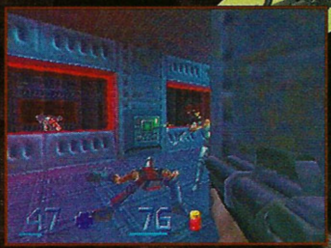
QII is also loaded with multiplayer options such as deathmatches, frag teams, frag wars, and deathtag. Although the joy of multiplayer scenarios will greatly depend on the size of your TV, they all work together to add another layer of depth to the game. After all, Quake wouldn't be Quake without solid multiplayer action.

Taking a backseat to the excellent action is a story line which is basic and inelegant. You're a space marine on a mission to wipe out the Strogg, a cybernetic race that wants to eliminate every single living thing on Earth.

Trigger-nometry

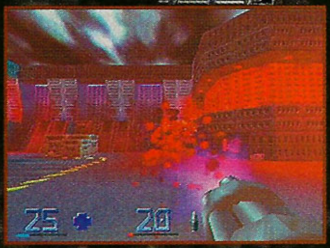
Here's some of the bad-ass weaponry you'll find in Quake II.

SUPER SHOTGUN



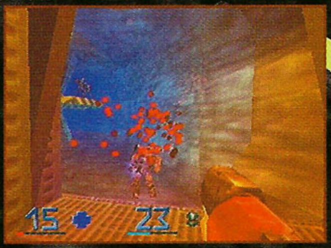
The weapon of choice, especially for close combat. Always make sure you're packing plenty of shells because it uses two shells for each shot.

CHAIN GUN



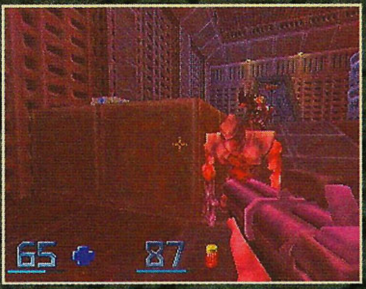
It's one bad mother, but it uses bullets like the President uses interns—fast! Good for blasting flying enemies and wounding fools from far away.

GRENADE LAUNCHER



Great for clearing out unexplored territory and for popping enemies that are lurking around corners.

► Quake II is finally here, and it was well worth the wait! Lightning-fast action and eerie settings combine for one of the most tension-filled corridor-shooters on any home console system.



BY SCARY LARRY

- Published by Activision
- $54.99
- Available June
- Corridor-shooter
- 4 players
- ESRB rating: Mature

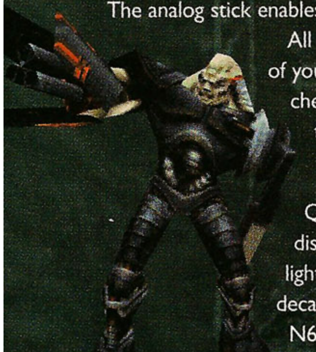
GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	5.0	5.0

Sounds Like Trouble

As you plumb the depths of the Strogg planet, you'll feel your hair stand on end because of what your ears are picking up. Subtle moans and spine-chilling screams float through the halls and corridors—but the terrible edginess of these sounds are no match for the grunting, flesh-tearing sounds of an enemy that is ripping you to shreds. Other ambient sounds include the cooling-down of the chaingun and the hollow sound of grenades hitting the ground before detonation. Folded into this mix are creepy compositions of music that fit the tension-filled atmosphere like OJ fits into a glove—tight.

Think Tanks

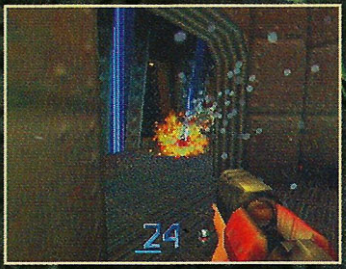
QII's control is basic and easily configurable. The yellow C-buttons are used to move your character forward and backward, and to strafe left to right. The analog stick enables you to precisely aim your weapon as well as to look up and down.



All that precision and expert control is much needed in a game like this where the A.I. of your enemies is extremely volatile. Forget sending a grenade into an unsuspecting enemy's chest—they'll now track the projectile's movement and play hide-and-sneak to get closer to you.

Is Quake II Much?

Quake II will reign as one of the best shooters of 1999 with its superb level layout, horribly disturbing (but thrilling) graphics, and great sound. But Quake II may find itself in the spotlight for its extremely violent content. Yes, there are many images of cyborgs being shot and decapitated, but even without the gore, Quake II is certainly one of the best shooters on the N64. South Park can go south and Turok 2 can take a walk—Quake II is here to rule.



PROTIP: The tanks are a real nightmare. They have shoulder-mounted machine guns, laser guns, and rocket launchers. The best way to take 'em out is to fire a grenade at them from a distance, backtrack a little, then fire another while you duck for cover.

GRAPHICS 4.5

To take full visual advantage of the game, you will need an Expansion Pak. The slick graphics in the hi-res mode are definitely worth the extra money.

SOUND 4.5

Quake II provides great sound, but a little more variety would have added more punch. Still, the hair-raising sound effects rock. The music's creepy (it's nothing to dance to), but it could have been creepier.

CONTROL 5.0

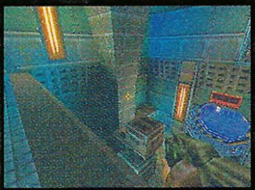
The controls are a breeze to master and respond fluently to all your input. The ability to change your weapon at the touch of one button is also a bonus.

FUN FACTOR 5.0

As much fun as Turok 2 and South Park are (okay, Turok 2 then), Quake II adds a serious and mature style to traditional corridor shooting. Save the Earth? Better save your money instead—Quake II is here and it kicks ass.

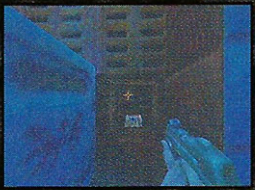
Shhhh...Secret Stuff

LEVEL 1: COMPLEX



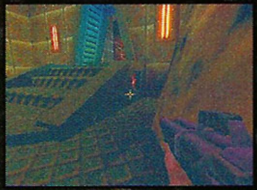
When you first enter the level, you'll see an inaccessible suit of armor. Go up one level and cross the walkway, then turn left after the door. You are now above the armor. Jump down to it!

LEVEL 2: INTELLIGENCE CENTER



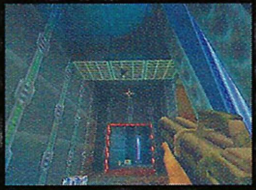
Just before you grab the data disc and leave the level, blast the wall with shorted-out electrical circuits to uncover some extra health.

LEVEL 3: COMMUNICATIONS CENTER



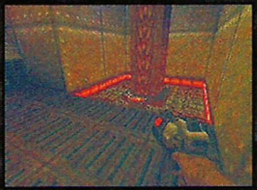
As you proceed, you'll find some nasty flyers. Gun down the two flyers and the enforcer, then go to the right of the steps and shoot the switch. The silencer is now yours.

LEVEL 4: ORBITAL DEFENSE STATION



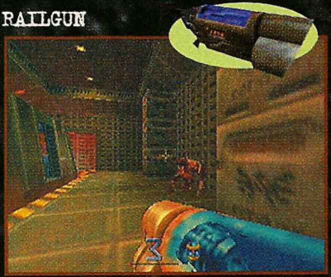
Just around the corner at the beginning of the level are a berserker and an iron maiden. Blast 'em both, then shoot the air vent above them to find the mega-health.

LEVEL 5: DOCKING STATION



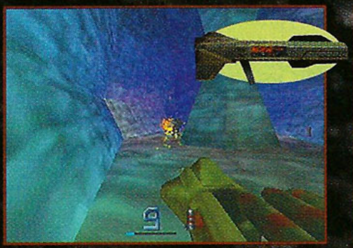
After setting the first charge, go step on the elevator, then quickly step off. Underneath it is a switch. Shoot it, pan to the left, and grab the adrenaline pack.

RAILGUN



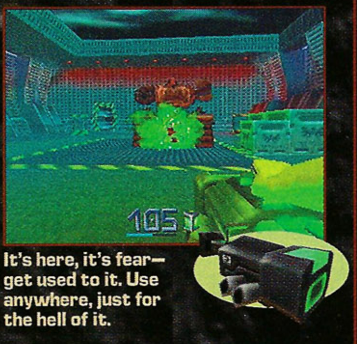
Effective for blasting enemies that are both near and far, but doesn't completely eliminate all the Strogg. If a berserker or gunner comes after you, nail them once with the railgun, then nail them again as they kneel to recover.

ROCKET LAUNCHER

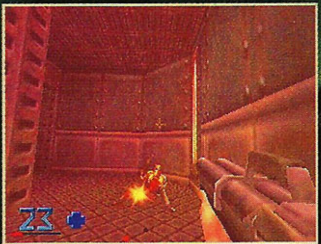


The best for popping enemies from far away. Look over ledges to see if an unsuspecting Strogg is milling around, then blast it from above.

BFG



It's here, it's fear—get used to it. Use anywhere, just for the hell of it.



PROTIP: Watch for secondary fire—downed cyborgs often pump off a couple of reflex-induced bursts. Avoid them by sidestepping to the left or right.

WORLD DRIVER championship

BY AIR HENDRIX

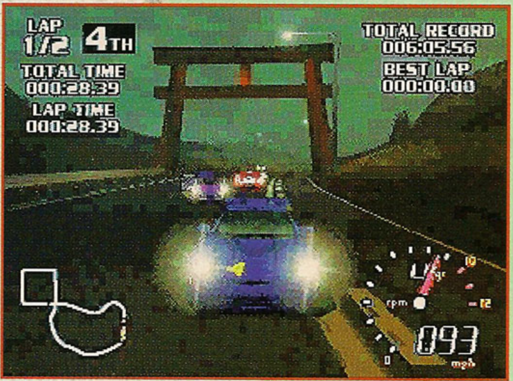
- Published by Midway Home Entertainment
- $59.99
- Available June
- Racing
- 2 players
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.0	4.0

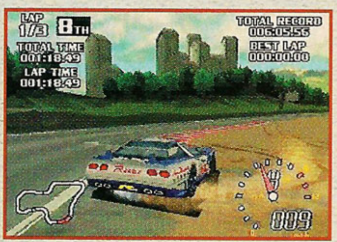
Up until now, N64 racing's been about gonzo arcade action or high-end F1 sims. World Driver Championship, however, peels out with high-quality sim-style racing that will appeal to a broad range of race fans.

Cool Career

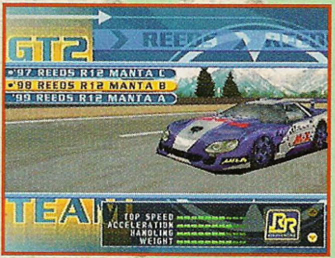
WDC's unique career mode is definitely the game's highlight. Instead of the usual formula of wins earning cash, the game puts you in the role of a rookie in a racing league. Victories help you rack up career points, thus improving your rank and earning you offers from different race teams. Because each team has its own stable of cars that handle differently, you can take a job with a different team whose car might perform better in the game's long series of cup-based races. This fresh, original take on racing is matched by good two-player split-screen action, 10 tracks (each with multiple branches that open or close in different cups), and a helpful training mode.


LAP 1/2
4TH
TOTAL TIME 000:28.39
LAP TIME 000:28.39
TOTAL RECORD 006:05:56
BEST LAP 000:00.00
093
mph

PROTIP: Listen for approaching cars—if you hear one gaining on you, tap bottom-C to look back and box them out.

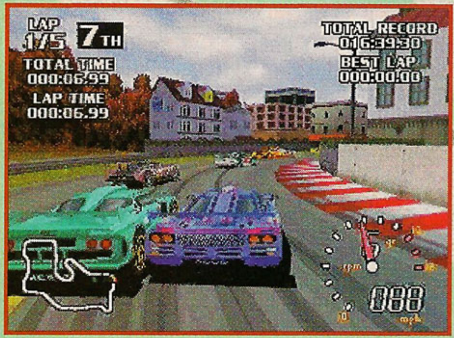

LAP 1/3
8TH
TOTAL TIME 001:18.49
LAP TIME 001:18.49
TOTAL RECORD 006:05:56
BEST LAP 000:00.00
009

PROTIP: Don't stray off-road into dirt or sand—your car will spin out before you can react.


GT2
REEDS
'97 REEDS R12 MANTA C
'98 REEDS R12 MANTA B
'99 REEDS R12 MANTA A
TEAM
TOP SPEED
ACCELERATION
HANDLING
WEIGHT

PROTIP: The cars of the Reeds team perform very well on the GT2 circuit. When they open up, accept their offer and stick with them until you earn a loyalty bonus.

The gameplay delivers a fun, challenging ride with a nice balance between fun and realism. Smart braking and powersliding, tight lines through corners, and the guts to trade paint with the pack are all keys to success. But the cars never take damage and never wreck, so the game's not a hardcore sim. Through it all, the strong controls respond well, but they definitely require practice—mistakes lead to spin-outs in a hurry. At the finish, WDC's packed with depth, delivering an intriguing racing experience with definite staying power.

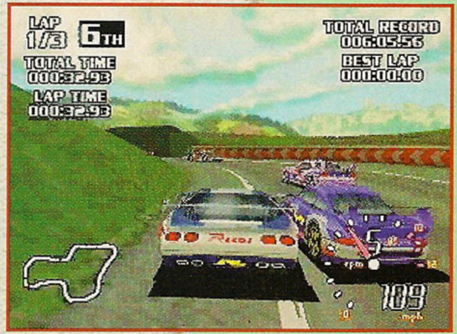

LAP 1/5
7TH
TOTAL TIME 000:06.99
LAP TIME 000:06.99
TOTAL RECORD 016:39:30
BEST LAP 000:00.00
088
mph

PROTIP: If you have the inside line on a turn, slide sideways into your opponent and use them as a cushion to keep you on a good line. You'll often wreck them out, too.

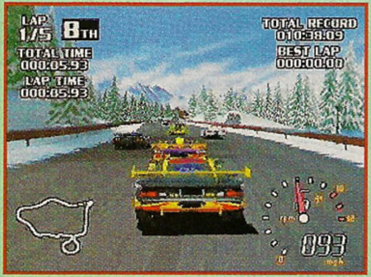
Slow Lane

The big problem with WDC, though, is its sensation of speed. While these cars hardly move in slo-mo, the difference between 90 mph and 150 mph isn't as huge as it should be, and races lack a glorious high-speed feel. Visually, the tracks and cars look fairly sharp, but they're not as colorful and detailed as those in Beetle Adventure Racing. WDC's letterbox-style hi-res mode helps some, but many gamers won't tolerate trading screen real estate for better detail. Why didn't the game just support the Expansion Pak?

As far as sounds go, you'll turn off the annoying music, but the engine and tire effects play a big part in the action. They're remarkably informative about how your car's performing and about how well your opponents are doing.


LAP 1/3
6TH
TOTAL TIME 000:32.93
LAP TIME 000:32.93
TOTAL RECORD 006:05:56
BEST LAP 000:00.00
109
mph

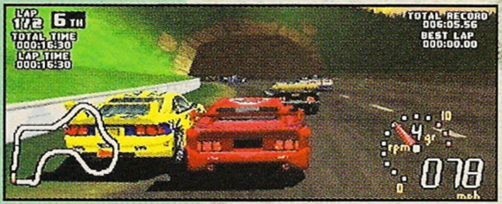
PROTIP: One of the best ways to pass your opponents is to outbrake them in the turns. By braking later at the entrance to the turn, you can rip past them on the inside line and swing out wide through the turn's exit.


LAP 1/5
8TH
TOTAL TIME 000:05.93
LAP TIME 000:05.93
TOTAL RECORD 010:38:09
BEST LAP 000:00.00
093
mph

PROTIP: Don't ram other cars from behind on straightaways—you'll only transfer your speed to them. Instead, rear-end them in turns, which usually wipes them out.

Good Finish

If you can forgive World Driver Championship's speed problems, you'll find a deep, addictive racing experience. It's not nearly as polished as the PlayStation's racing gem, Gran Turismo, but it's as close as N64 owners can get without buying a PlayStation.


LAP 1/2
6TH
TOTAL TIME 000:16.30
LAP TIME 000:16.30
TOTAL RECORD 006:05.56
BEST LAP 000:00.00
078
mph

◀ WDC's widescreen hi-res mode trades screen real estate for slicker graphical detail.

GRAPHICS 3.5

WDC's sluggish sensation of speed dampens the high-octane thrill of racing. Also, the decent tracks and car models would've really been spruced up by Expansion Pak support.

SOUND 4.0

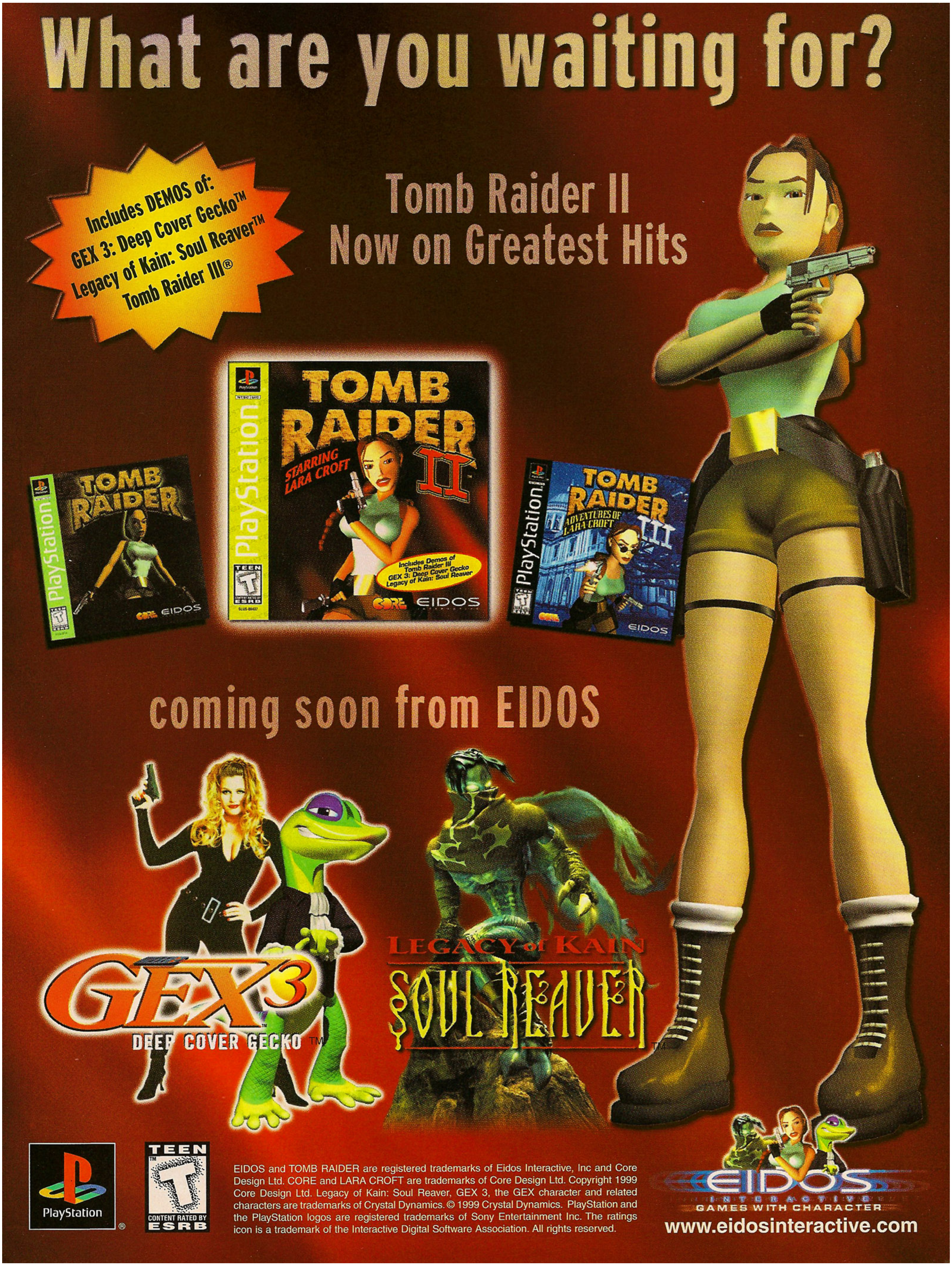
The repetitive music's weak, but WDC gets the important sounds of racing right with engine and tire effects that keep you in the action.

CONTROL 4.0

The realistic, unforgiving controls mean you'll have to spend some time learning how to powerslide, when to brake, and so on. Once you get it, though, you'll never look back.

FUN FACTOR 4.0

WDC should find an interested audience from N64 race fans looking for a Gran Turismo–style ride. Even though it has a few serious flaws, WDC is still worth revving up.


TOMB RAIDER
PlayStation
CORE EIDOS
TOMB RAIDER II
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PlayStation

TEEN T CONTENT RATED BY ESRB

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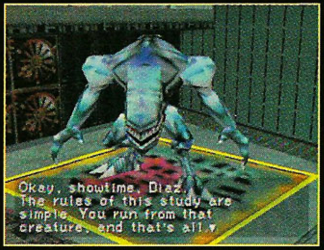
HYBRID HEAVEN

BY BOBA FATT

- Published by Konami
- $54.99
- Available September
- Adventure
- 2 players
- ESRB rating: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	4.0	4.5

Konami left Nintendo 64 owners in the lurch by making Metal Gear Solid a PlayStation exclusive, but the company's follow-up, Hybrid Heaven, plays like a gift from above for N64 fans wanting a high-quality adventure.

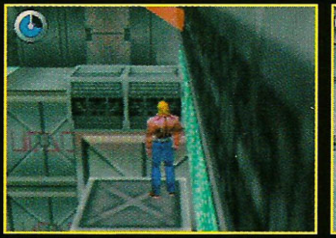


Okay, showtime, Diaz. The rules of this study are simple. You run from that creature, and that's all.

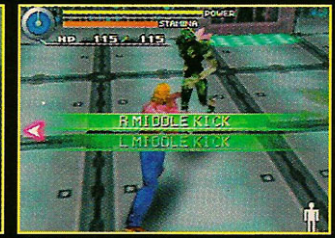
PROTIP: Use the map overlay to successfully escape from this monstrosity in Area 2—look for ledges you can jump on for safety.

The Truth Is in Here

HH opens in a mysterious underground compound infested with mutant monsters. The intriguing plot uses Resident Evil–style cut-scenes to reveal a deep-seeded, *X-Files*–ish conspiracy in which world leaders are replaced by alien impostors. Even your own identity is in question!

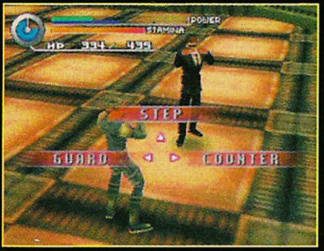


PROTIP: Don't destroy this box! Instead, shimmy across the ceiling, drop down on it, then take out the last robot sensor.



PROTIP: Avoid this dragon wannabe by sliding to the side when he lunges at you to grab your neck.

Hybrid Heaven uses the Expansion Pak to deliver crisper textures and a deeper focus in its hi-res mode, but the staccato camera may leave you playing the more fluid low-res mode. Either way, the expansive compound is oppressive and varied, the fearsome monsters move realistically, and the impressive face textures almost make up for the lack of voices. Meanwhile, HH's crisp sounds do justice to the weapons, environments, and monsters, while the dynamic score responds to the action to create a cinematic experience that ranks in the upper echelon of N64 titles.



PROTIP: In the first two areas, attack your opponents by using one specific leg and arm—then use your super-limbs against this turncoat mini-boss.

Hybrid Interface

HH features a quasi-turn-based fighting style: Although the battles are fought in real-time, you attack or defend through menus in frozen time. Each of your limbs independently improves in strength, while weapons, combos, and advanced attacks become available to you later in the game. The superb "battle mode" fighting interface, which is also available in the two-player contest, is simultaneously unique and intuitive. However, the regular controls (especially when you try to jump) prove trying and are often further hindered by some awkward camera angles. Also, the map overlay has no directional indicators or persistent memory, making it relatively useless.

While it's no Metal Gear Solid, this game is a challenging, exciting, and cinematic game. Adventure fans will enjoy their stay in Hybrid Heaven.

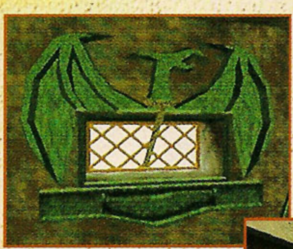
SHADOWGATE 64
TRIALS OF THE FOUR TOWERS

BY E. COLI

- Published by Kemco
- $64.99
- Available June
- Fantasy/adventure
- 1 player
- ESRB rating: Everyone

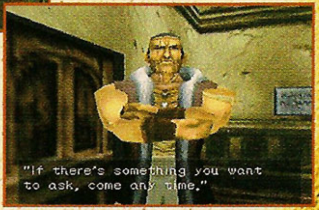
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	4.5	4.5

Fantasy adventurers, rejoice. By resurrecting this first-person NES cult classic on the N64, Kemco invites you to exercise your dormant brain cells with hours of addictive puzzle-solving fun.



◄ PROTIP: Tie the rope around this carving before using the pixie flute. It's your only hope for escape from the first tower.

▼ PROTIP: Meet the castle gossip. He can tell you a lot about everybody.

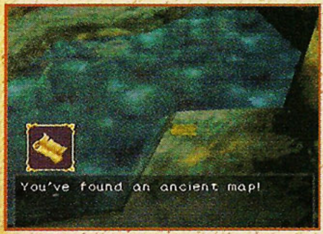


"If there's something you want to ask, come any time."

The Maze-Trix

In Shadowgate, you are Del Cottonwood, unjustly imprisoned and sentenced to die. Locked in the castle's dungeon, your only way out is to climb down the sewer grate in your cell, kicking off this first-person adventure.

As in any other game of this genre, you pick up items found along the way and figure out how to best use them to further your escape. A loose iron bar can be used to knock down a column and create a bridge, a discarded pickaxe can help you scale a wall, and so on. Fetid sewers are just the beginning, though: Four dilapidated towers, winding streets, and numerous unfriendly castle dwellers will test your ingenuity.



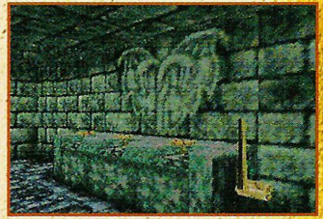
You've found an ancient map!

PROTIP: As soon as you reach the sewers, walk through the door to the right, look down, and grab the map.

When in Doubt...Accessorize

There is no combat in Shadowgate—your only enemies are the mind-bending puzzles that abound at every corner, and your only weapons are the dozens of items you keep adding to your inventory, which range from the obvious to the bizarre. Numerous tomes shed light on puzzles, stylish jewelry gets those ghosts talking, and combining potions unlocks doors. Twitchy action fiends won't want to come near Shadowgate, but those who enjoy challenging puzzles and intriguing adventures will be captivated.

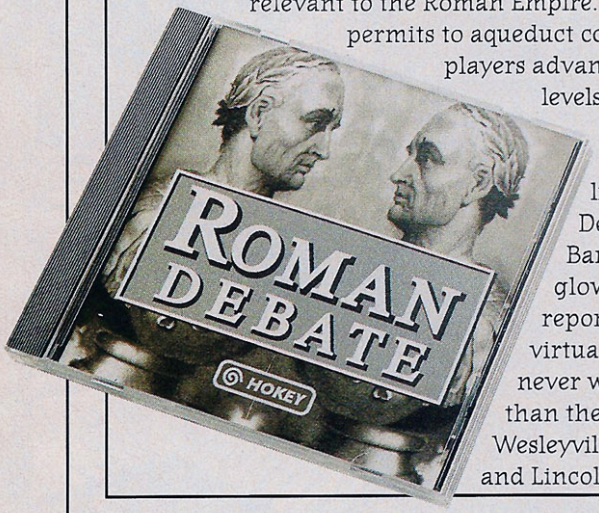
Smooth controls make navigation a breeze and inventory access a snap, while cool medieval tunes set the right mood. Where Shadowgate stumbles, however, is in its graphics. By blending in with the scenery, items can be hard to spot, forcing you to revisit rooms way too often. Don't let that keep you from this epic adventure—with its clever puzzles and engrossing gameplay, Shadowgate 64 is a definite winner for fans of puzzle-based adventures.



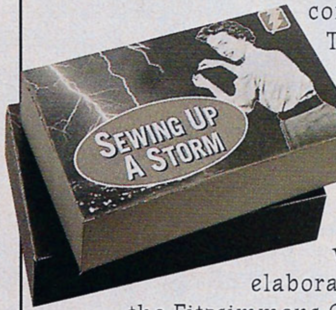
PROTIP: Use the bedpost from Agaar's room as a lever. Turn the left valve to the left, the middle valve to the right, and the right valve to the right to empty the moat.

Respected coach and video gameologist Tom "The Thumb" Blake says that before you can understand what makes a player successful, you must understand what makes a game successful. Or not successful. That's why Coach Blake recommends studying these

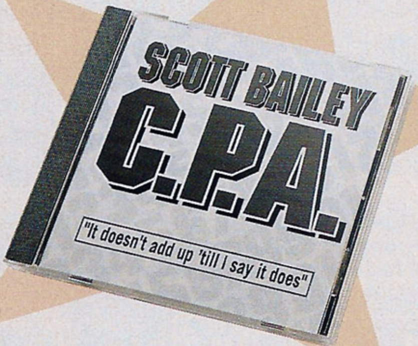
VIDEO GAMES THAT NEVER MADE IT



ROMAN DEBATE. Players would square off against computer-controlled debaters on a variety of civic topics relevant to the Roman Empire. From toga-party permits to aqueduct construction. As players advanced through levels, they'd battle distinguished Roman statesmen like Clauritius, Demorcules and Barney. Contrary to glowing focus-group reports, the game was virtually ignored and never went any further than the test markets Wesleyville, North Dakota, and Lincoln, Nebraska.



THE LOST GAMES OF SEDGEMOOR. Upstart video game designer Theodore Mitchell sent shock waves through the 1993 video game convention in Sedgemooor, England, when he unveiled a series of games that captured the thrill and excitement of competitive sewing. Two days later, however, Theodore and the games were missing and have never been found. Many people believe it was the work of an elaborate conspiracy, but the Fitzsimmons Commission report concluded that it was an alien abduction.



SCOTT BAILEY C.P.A. This game was designed to change the way America looked at Certified Public Accountants. Super C.P.A. Scott Bailey adds and subtracts his way out of potential audits. Unfortunately, kids realized it was a lot like doing homework. The game is now being considered as a non-narcotic sleep inducer for insomniacs.

PlayStation
Croc 2
RP
FOX interactive

Coach Blake also says that if you're looking for the games that did make it, go to Target. They have all the best games at great prices. Like *Croc 2* for just

$39.99

Get into the game.

TARGET
EXPECT MORE. PAY LESS.

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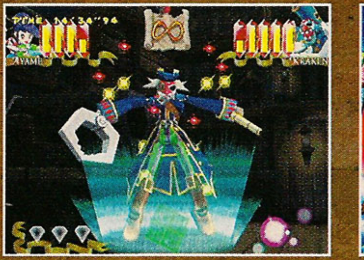
BY MAJOR MIKE

- Published by Capcom of Japan
- Price not available
- 2 players
- Available now in Japan
- ESRB rating: Not rated
- Fighting/action

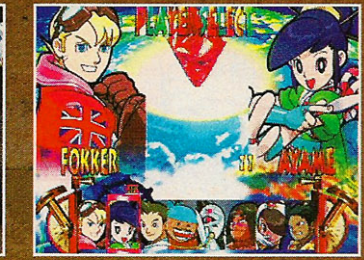
OVERSEAS PROFILE

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.5	4.5	4.5

POWER STONE



The first boss you'll encounter in the one-player game is Kraken.



Power Stone features eight playable characters and two bosses.

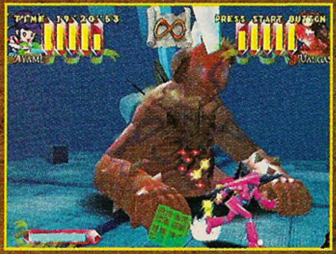
CAPCOM'S MILKED ITS Street Fighter play engine with every face-lift you can imagine. Power Stone, however, takes furious fisticuffs in a new direction with an innovative play engine, a quick learning curve, and intense addictive action.

GONNA TEAR YOUR PLAYHOUSE DOWN!

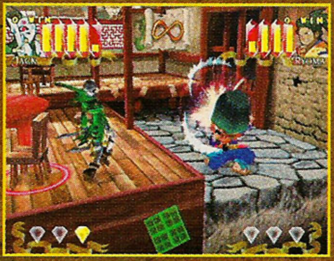
Power Stone uses a primitive scheme that works well with the Dreamcast controller—punch, kick, jump, and grab (you can't block)—and the battles take place in fully interactive, multi-tiered 3D fighting stages (similar to Ehrgeiz's). Stone's controls are right on the money for the most part, although the analog pad can sometimes play fast and loose with your fighter, producing unintended results. The eight characters don't have the special moves arsenal that you'd find in a SF game, however, and the easy-to-perform, tap-the-same-button-rapidly combos are limited to three or four hits at the most. The emphasis here is on fast hit-and-run tactics rather than on technique.

The diverse fighting stages play a key role in the game. You can pick up and throw furniture, tear down pillars, shimmy up poles, climb to the roof, and more. You can even use weapons like guns and swords—in essence, Power Stone is a playable barroom brawl.

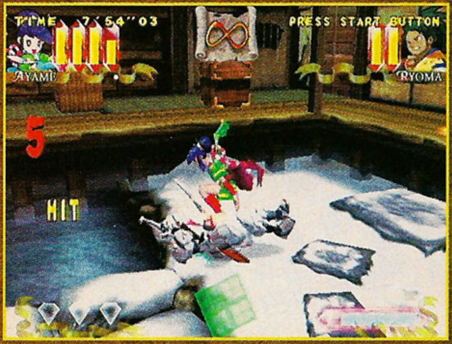
A key element in the game is the Power Stones themselves: three gems placed in various places within each stage. If you collect all three of these stones, you're given temporary super powers that simultaneously make you invincible and allow you to pummel your opponent mercilessly (and at times, unfairly). But if you're carrying fewer than three stones, they can be knocked from your clutches by a well-timed hit.



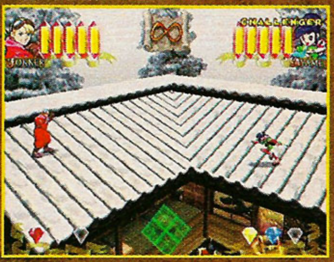
PROTIP: To defeat Valgas's second incarnation, get all three Power Stones and throw boxes at him. When you run out of boxes, grab the sword or pipe and start swinging.



PROTIP: Some items (like large pots) can temporarily subdue your opponent. You can also catch an object that's thrown at you by tapping Throw just before it hits.



PROTIP: If your opponent has all three Stones and is powered-up, get in close and perform a throw.



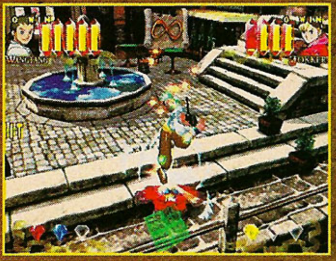
PROTIP: To climb to the roof of a stage, tap Jump, then simultaneously hold Up and Attack to grab the ceiling. Scale to the edge of the ceiling and you'll automatically jump to the roof.

POWER STONE COLD

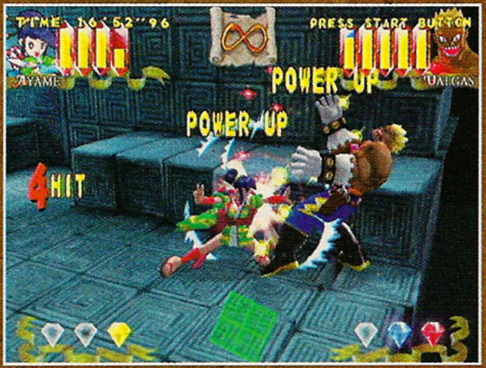
For a first-generation Dreamcast game, Power Stone's graphics are the best of any console system to date, featuring ultra-smooth character polygons and flashy effects. But some sour elements creep in, most notably slowdown and an occasional goofy camera angle. Audiowise, the music and sound are topnotch, except for the annoying announcer.

SHARE 'EM STONE

If you're tired of getting creamed at Street Fighter, Power Stone is an entertaining alternative. What the game lacks in technique and depth, it more than makes up for with fun, exciting gameplay. Keep an eye open for Power Stone on September 9—it's scheduled for release with the Dreamcast launch.



PROTIP: Knock a Power Stone from your opponent with an air attack: Tap Jump, then simultaneously tap Down and Attack while in the air.



Power Stone features easy-to-pick-up controls that novice fighting-gamers can immediately learn.

GRAPHICS 4.5

Wow! Power Stone's visuals are smooth and clean, courtesy of the Dreamcast's awesome polygon-crunching power. Nevertheless, a few sore spots are apparent, such as that age-old bugaboo, slowdown, and some awkward camera angles.

SOUND 4.5

There's an effective plethora of smacks, grunts, and yelps—in short, the usual fighting game sounds—while the music is subtle and goes well with the various fighting stages. The only drawback is the announcer, who repeats the same two phrases throughout the game.

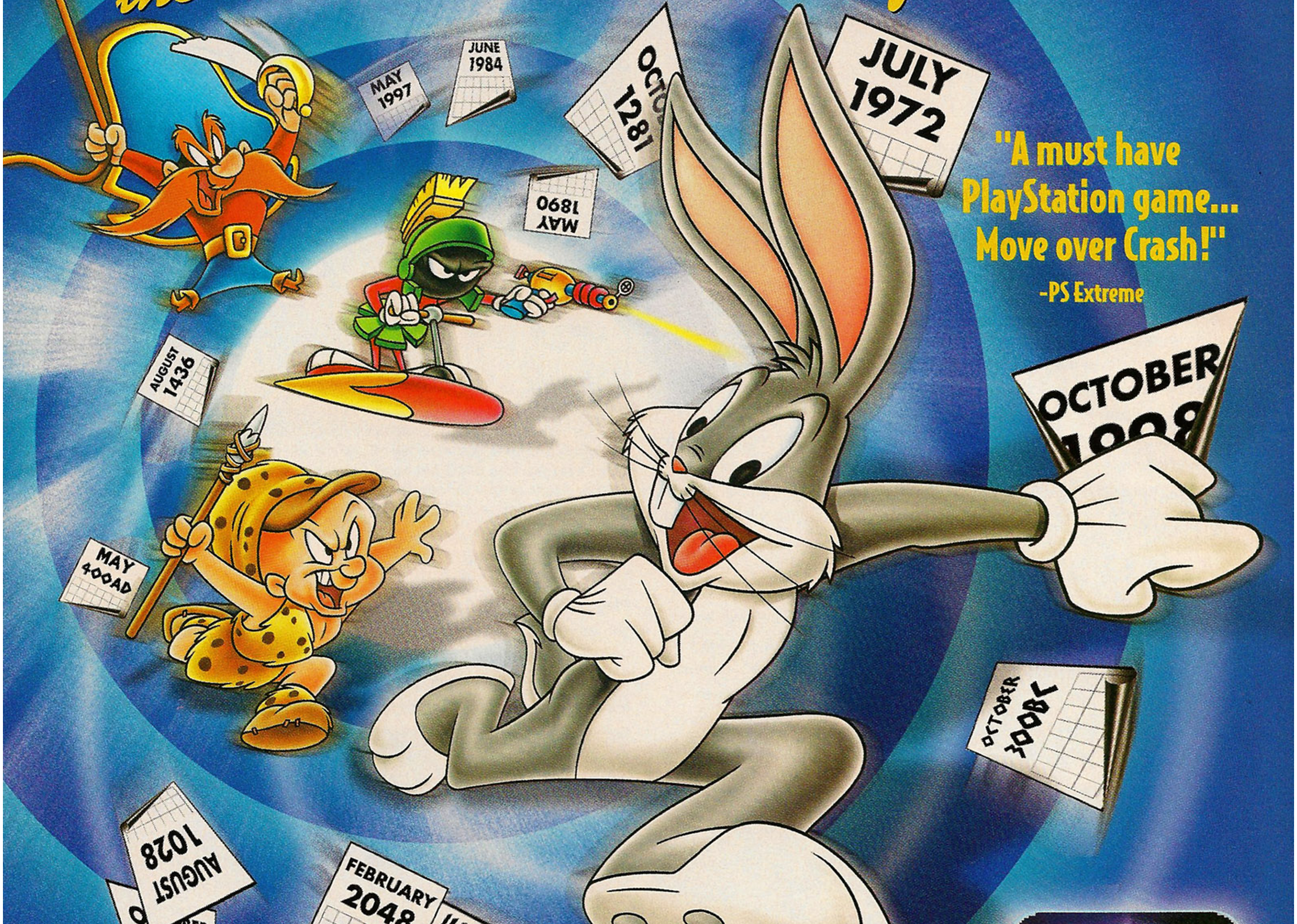
CONTROL 4.5

Moving your characters around the multi-tiered stages is a snap, especially with the analog controller. The controls are a bit loose, however, and precision movement can sometimes be problematic.

FUN FACTOR 4.5

Power Stone is a fighting game everyone can pick up and take to instantly. This Stone may not be the most complicated fighting game available, but for pure fun, it delivers. The Dreamcast has arrived—and so far, so good!

Games for the Next Mil-Looney-Um!


MAY 1997
JUNE 1984
OCTOBER 1281
JULY 1972
MAY 1890
AUGUST 1436
OCTOBER 1998
MAY 400AD
OCTOBER 3000
AUGUST 1028
OCTOBER 1281
FEBRUARY 2048
JULY 2086

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BUGS BUNNY LOST IN TIME
PlayStation
RATING PENDING RP ESRB
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BY BOBA FATT

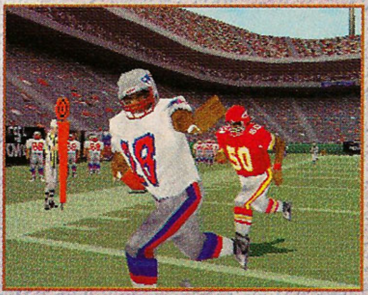
- Developed and published by EA Sports
- Target release date: September

FIRST LOOK

PlayStation Nintendo 64

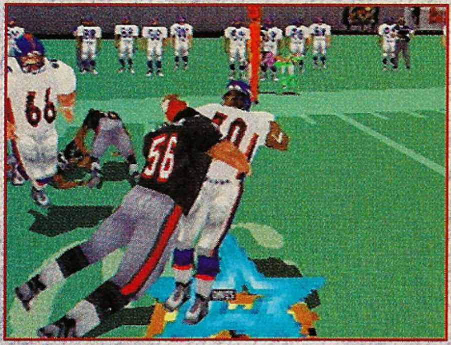
Madden NFL 2000

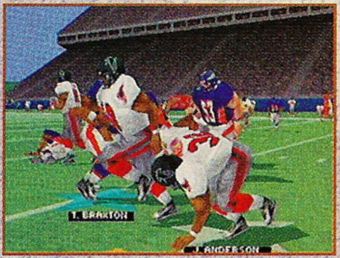
Madden Is in the Details

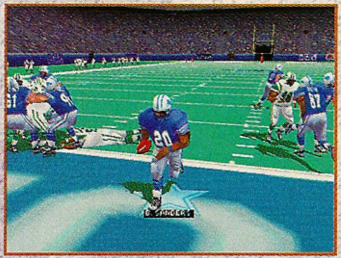


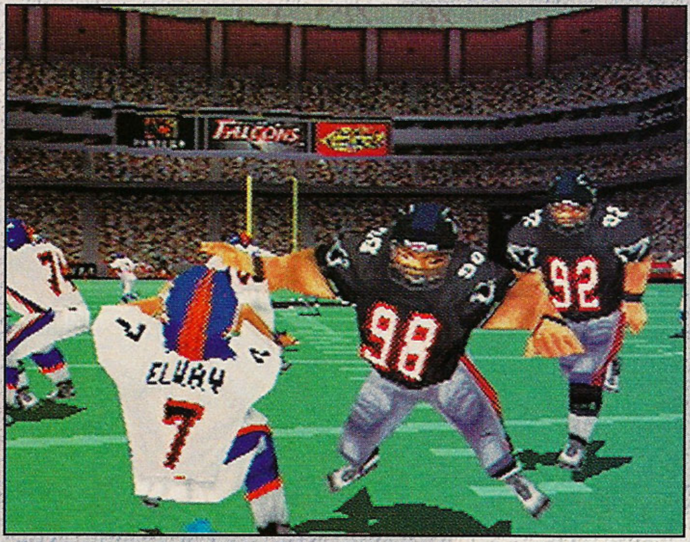
EA Sports reports that it's tackling the details with Madden 2000 in an attempt to deliver the most realistic pigskin warfare yet. Aside from the promise of an increased frame rate and player speed, as well as new animations, Madden 2000 will offer more detailed turfs, TV-style first-down markers, and goalpost nets. There will also be coaches and players watching the action from the sidelines.

Madden's re-designed, hi-res players will be realistically proportioned to their position, so your quarterbacks and linebackers won't have the same build anymore. Also, each player's height and weight will be factored into collisions—puny defensive backs won't be plowing over hulking fullbacks any more. Even Pat and John's commentary has been tweaked so it corresponds more directly to the action.





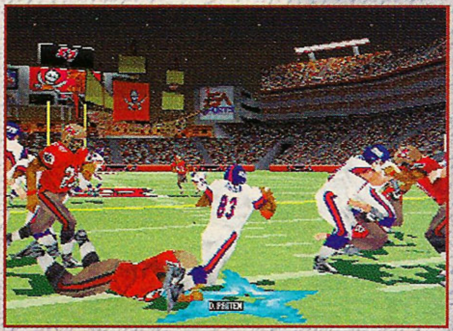




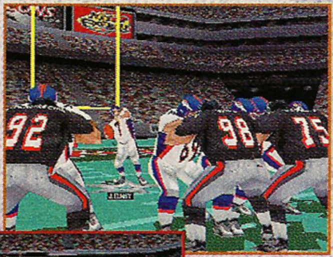
EA Sports promises that Madden NFL 2000 will be the most realistic football game ever put to a pixel. Although competing publishers might beg to differ, Madden looks primed for another epic gridiron battle with NFL GameDay 2000 on the PlayStation and NFL Quarterback Club 2000 on the Nintendo 64.

It's in the Game

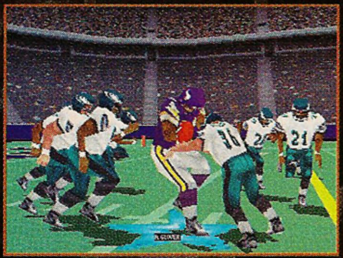
Madden 2000's tweaks and twists won't all benefit the flashier side of the game. EA's pushing for some promised gameplay enhancements like an improved play editor that offers more control over motion and play-action passes, route-based passing so your quarterback can lead his receiver, and a better running game with new juke moves. Your players will also suffer hot and cold streaks, resulting in stunning performances or season-blowing fumbles. And if your opponent hits a cold streak? Rattle him with the improved player taunts.



Will Madden be dancing in the end zone when it goes head-to-head with the competition? While we still have to wait and see, one thing's for sure: Madden fans have a lot to get pumped up about this fall.

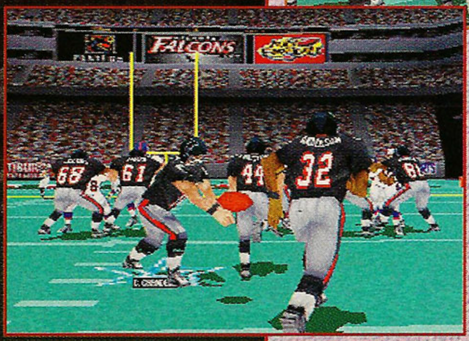


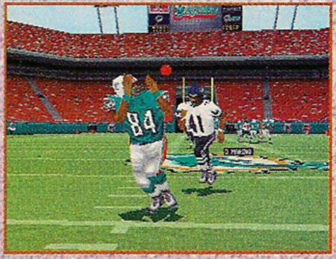
Here's the Situation

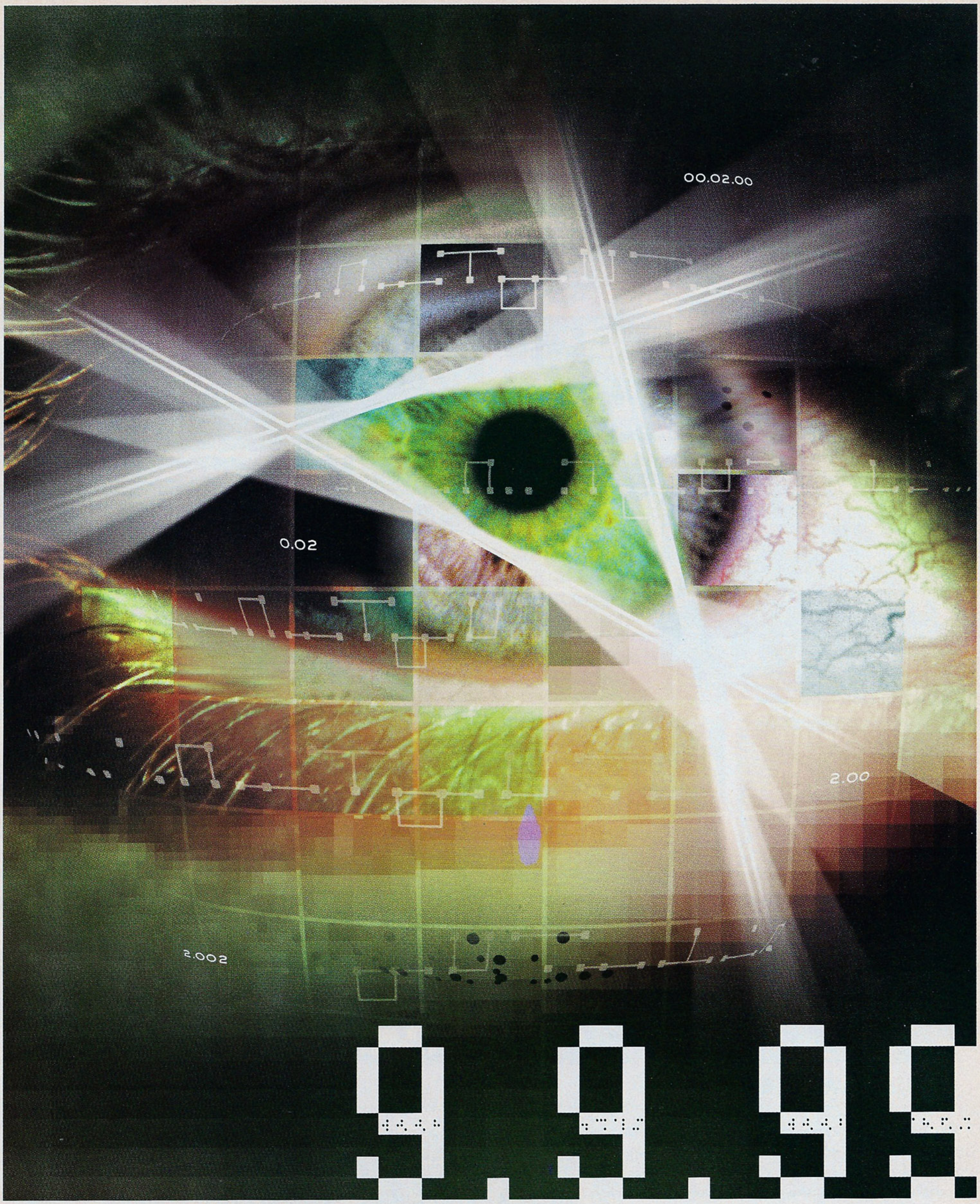


Although QB Club's been doing it for years, Madden 2000's biggest addition will be its situation editor, which lets you create and play any scenario—like having to drive 99 yards in the final two minutes or coming back from a 28-point deficit in a half. You'll be able to jump into historical situations from real games of the past to see if you're an iron man or just another armchair second-stringer.

Stat-minded players will be doing the Dirty Bird over Madden 2000's expanded Franchise mode: Multiple users can trade players while playing through several seasons and tweak the salary cap like Jerry Jones. The Franchise mode will also enable gamers to track their record-breaking feats as well as their stats, which can be updated over the course of the season.



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ARTIFICIAL INTELLIGENCE HINT>

OUT SMARTING IT WILL ONLY
MAKE IT SMARTER.

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it's thinking

NFL Blitz 2000

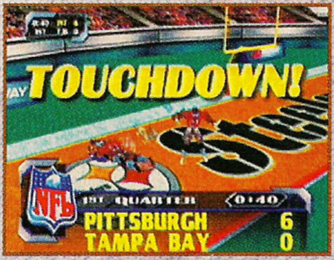
BY BOBA FATT

- Developed and published by Midway Home Entertainment
- Target release date: September

FIRST LOOK

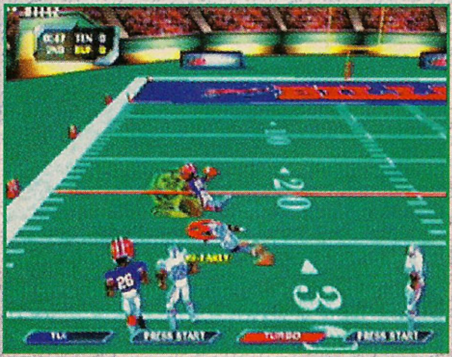
PlayStation Nintendo 64 Dreamcast

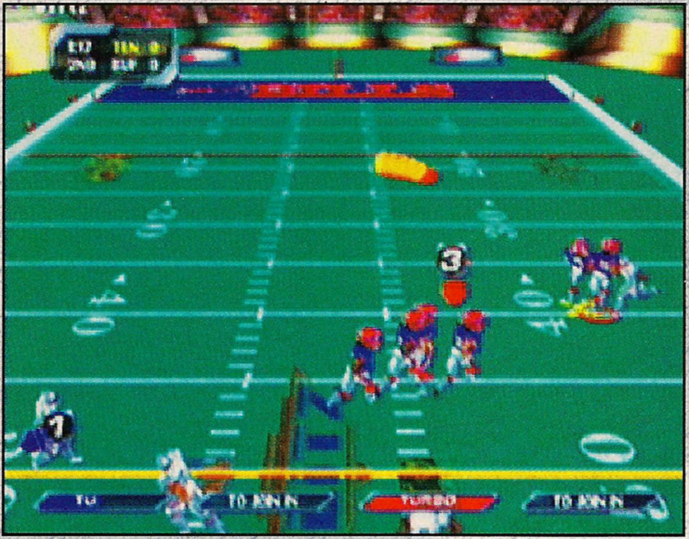
Blitz Can Take You and You and You


TOUCHDOWN!
1ST QUARTER 0:40
PITTSBURGH 6
TAMPA BAY 0

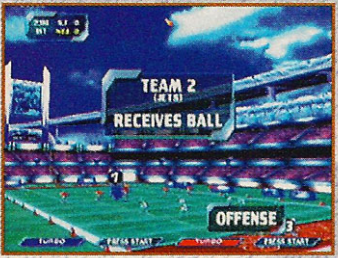
The kinetic, furious action of the first NFL Blitz impressed gamers everywhere, but even a few minutes of play betrayed inherent problems in its design: The directional-passing interface was flawed at its core, producing unreliable aiming and other frustrating hassles. Now, with traditional icon passing so prevalent in console gridiron games, Midway has shrewdly incorporated both throwing interfaces into NFL Blitz 2000 so you'll be able to hold a button to bring up passing icons or just unload a pass in the normal Blitz style.

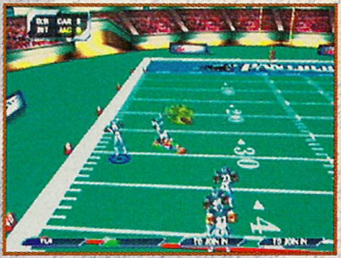
Improved passing ain't enough? Up to four players can join the mayhem, or you can team up with friends to take on the computer. Think the A.I. won't be challenging? Step up to the new Intelligent Play Select A.I. that learns as you play (the computer will even select a power-up to match yours). Midway also plans to eliminate the CPU's cheap come-from-behind victories from last year's title—let's hope it succeeds!

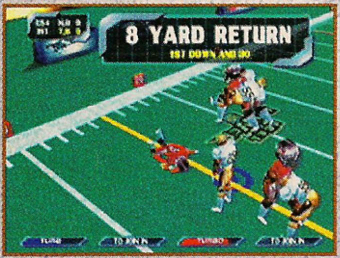

PRESS START
TURBO
PRESS START

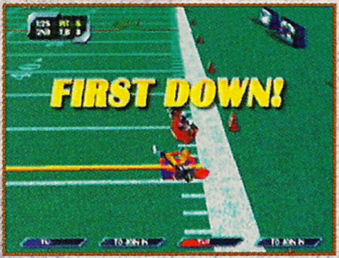

TO JOIN IN
TURBO
TO JOIN IN

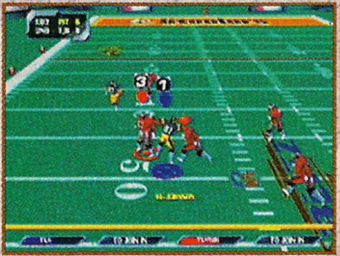
NFL Blitz was the most unique, refreshing take on football since the Mutant League. Can Midway go all the way again?

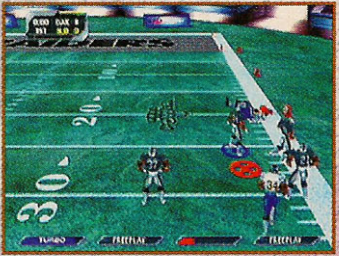

TEAM 2
(JETS)
RECEIVES BALL
OFFENSE
PRESS START
TURBO
PRESS START


TO JOIN IN
TO JOIN IN


8 YARD RETURN
1ST DOWN AND 30
TURBO
TO JOIN IN
TURBO
TO JOIN IN

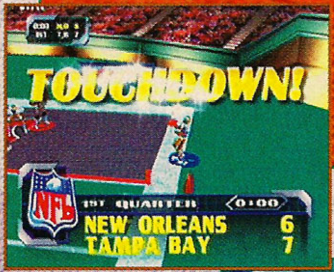

FIRST DOWN!
TO JOIN IN


TO JOIN IN
TURBO
TO JOIN IN

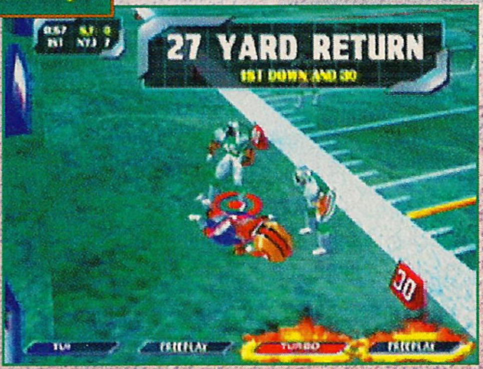

TURBO
FREEPLAY
FREEPLAY

A Lot of Fun To Watch

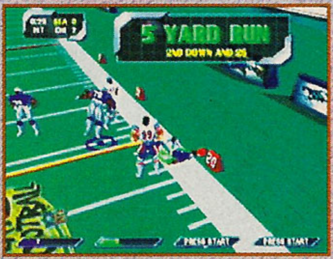
Forget the bland green fields and repetitive stadiums of last year—Blitz 2000 features a grip of ball battlefields. In addition to natural-looking turf, there will be up to eight field conditions that change over the course of a game due to weather, some of which may cause your players to slip or fumble. You want location? How about five stadiums, including a Roman coliseum and a city rooftop. Wanna really humiliate your opponent? Knock his helmet off or use one of the 10 new secret heads.


TOUCHDOWN!
1ST QUARTER 0:00
NEW ORLEANS 6
TAMPA BAY 7

Note: All screens are from the Dreamcast version.


27 YARD RETURN
1ST DOWN AND 30
FREEPLAY
TURBO
FREEPLAY

Looks Like an All-Out Blitz


5 YARD RUN
2ND DOWN AND 25
PRESS START
PRESS START

Blitz 2000 offers a blitzkrieg of new options, including selectable camera modes, fully editable team-specific playbooks with more routes, player-controlled punts with hang-time meters and wind variance, smarter defensive-player selection and, joy of joys, audibles! Blitz 2000 retains a few key elements from Blitz '99 (which wasn't available on home-console systems), including the "on fire" and trivia features. Clearly, Blitz is gunning for the arcade-football crown—and it's hard to imagine that it won't come out on top this fall.

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NHL 2000

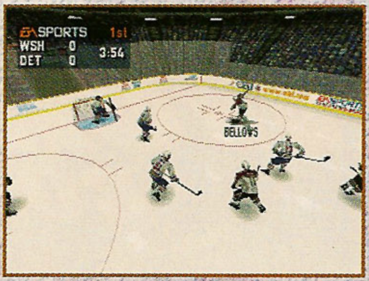
BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: Fall '99

FIRST LOOK

PlayStation

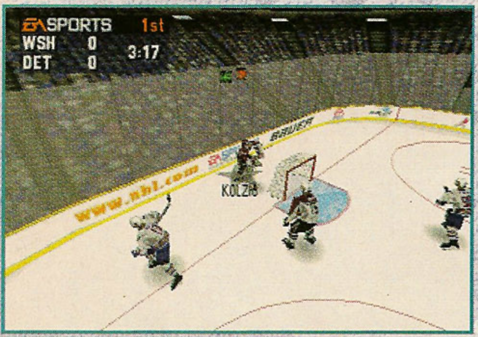
FAST AS BONDRA?


EA SPORTS 1st
WSH 0 3:54
DET 0
BELLOWS

Recognizing the damage done by NHL '99's molasses-like frame rate, EA's promising right from the start to deliver "lightning fast" visuals. Thank God, eh? But NHL 2000's bringing a lot more to the rink, including the ability to abruptly change the direction you're skating in order to dodge checks, retooled passing that EA says will be more intuitive, and better fighting controls that will let you mash buttons but still get caught up in an authentic hockey brawl. The game will also sport "big hit" and "big deke" moves that are assigned to specific buttons, which should add a lot to the excitement. Unfortunately, N64 fans will be left high and dry this year as NHL 2000 is PlayStation-only.

EA SPORTS 1st
WSH 0 4:10
DET 1

As far as graphics go, NHL 2000's visuals will showcase new player animations, more detailed uniforms, and sharp player facial expressions. In the announcer's booth, Jim Hughson will return, but Daryl Reaugh's been replaced by ESPN's Bill Clement, and the duo serves up some all-new commentary.


EA SPORTS 1st
WSH 0 3:17
DET 0
KOLZIG

EA SPORTS 1st
WSH 0 3:19
DET 0

EA SPORTS 1st
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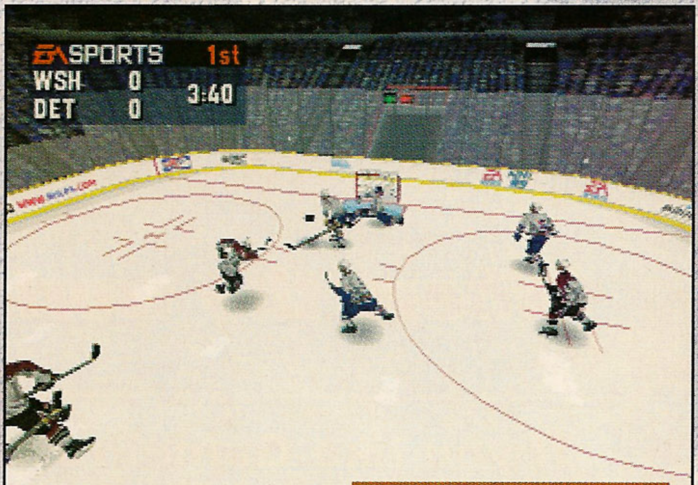
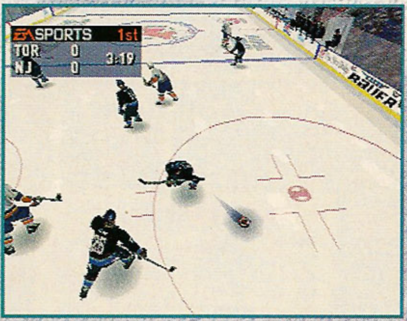
DET 1


EA SPORTS 1st
WSH 0 3:40
DET 0

EA AUTO REPLAY
BAUER

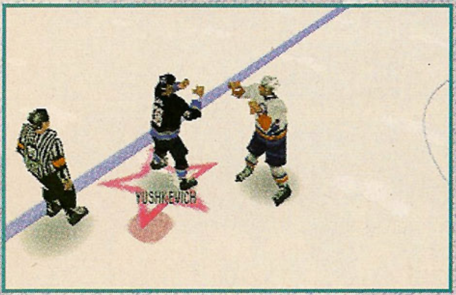
In its time on the PlayStation ice, EA Sports' NHL series has always stumbled short of the greatness it achieved in its Genesis days. With NHL 2000, though, EA's making all the right promises, and if it actually delivers, NHL 2000 might just be the best hockey game ever.

DEEP LIKE DETROIT?

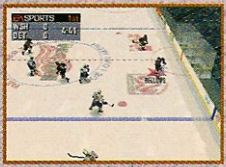

EA SPORTS 1st
TOR 0 3:19
NJ 0

On the features side, hockey's finally getting the depth that other sports games have enjoyed for years as NHL 2000 will offer a Dynasty mode. You'll be able to play with the same team over multiple seasons, conduct drafts, and build your franchise through trades and free agency. A Fantasy mode will let you draft an all-new league, and the Atlanta Thrashers can be kick-started with an expansion draft. During games, classic team rivalries will come to life as, for example, Colorado and Detroit heatedly clash.

EA has turned once again to Canucks' coach Marc Crawford, who advised the development team on deepening the game's strategic side. Let's just hope he also reminded them to put time-outs back in the game! Still, if EA delivers on the potential of NHL 2000's specs, this game should rule the rink this fall.


YUSHKEVICH

EA SPORTS 1st
WSH 0 4:20
DET 0
GONCHAR



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Mystery Word Grid

	H				___
		E			___
P	I	N	C	H	W
	R				___
S					___

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.......K	BLAST ......A	WRECK .....D
BREAK ......Z	PUNCH .....S	SPRAY C	TURBO......V
STOMP .....T	STAND......R	PRESS ....E	DREAM....O
CRUSH.......I	SCORE .....H	SLANT L	CHASE......P

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Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

NFL Xtreme 2

BY AIR HENDRIX

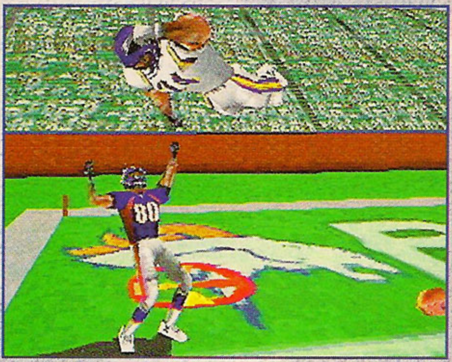
- Developed and published by 989 Sports
- Target release date: July

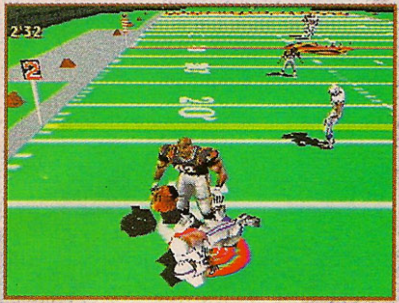
PlayStation

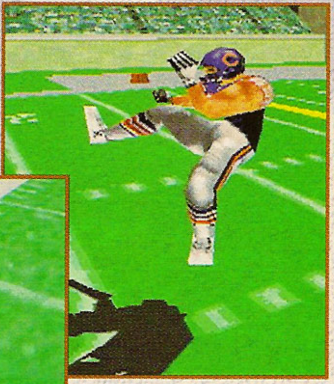
FIRST LOOK

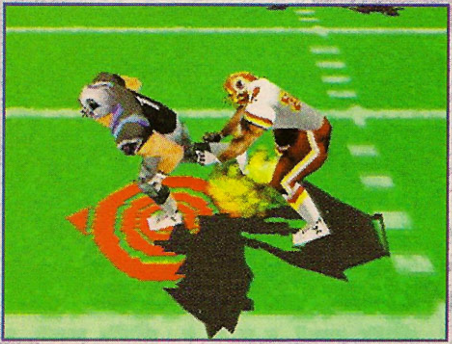
LAST YEAR, NFL Xtreme's half-GameDay half-Blitz arcade football drew an admiring crowd...but that crowd was much smaller than Blitz's. NFL Xtreme 2 should pack more punch as 989 Sports is focusing on making this five-on-five game much faster and more accessible. The expanded playbooks are much simpler and easier to use, while the pace is faster and even more rowdy. Cool new features include unlimited pass attempts during each down (any ball carrier can pass whenever they want, allowing rugby-style drives), converting blockers to receivers (and vice versa) on the fly, and a fast-pass button that lets you hit the open receiver without calling up icons.

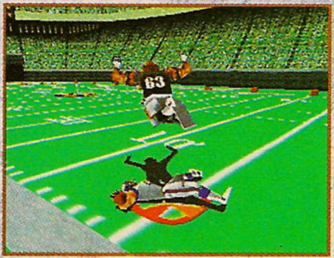
Of course, the game retains all of Xtreme's attitude, like new trash-talking and touchdown celebrations, rumbles after the whistle, tackle-dodging back-flips, torn jerseys, and much more. Trades, season play, and player creation provide a GameDay-esque touch of depth, while the retooled graphics sport cool facial expressions and scaled-down players that make the field feel bigger. As long as 989 stays on track, Xtreme 2 should deliver raucous football. Whether it can keep up with Blitz, arcade football's reigning champ, remains to be seen.

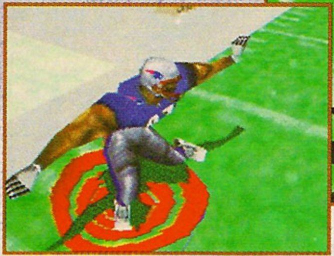












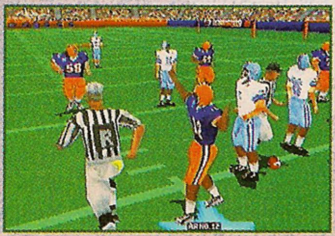
NCAA Football 2000

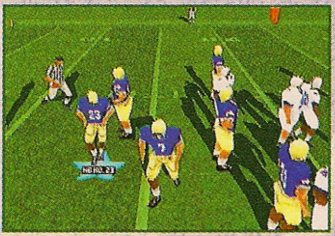
BY THE ROOKIE

- Developed and published by EA Sports
- Target release date: Fall '99

PlayStation

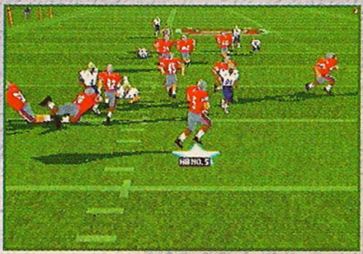
HANDS-ON

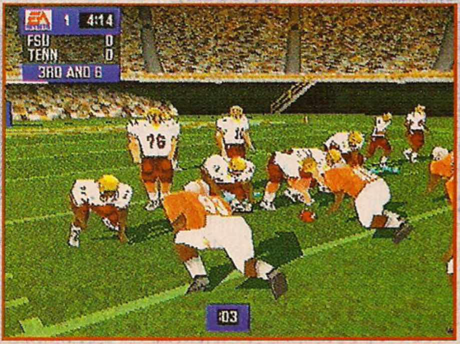


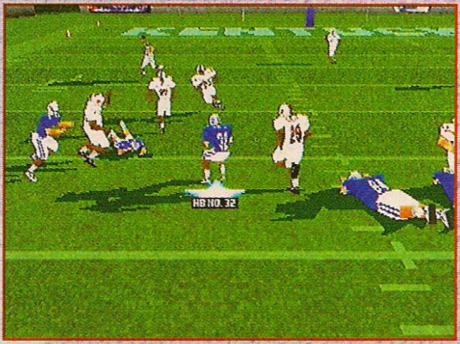


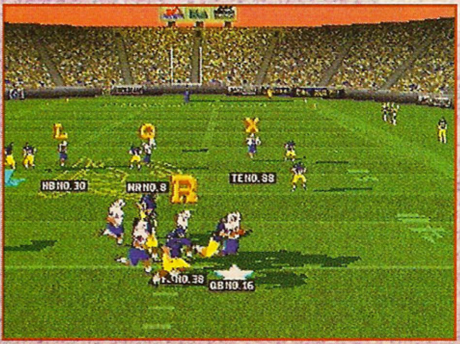
THE SWEAT, BLOOD, and soul of collegiate football is once again strutting onto the gridiron as EA Sports prepares to unleash the Bearian beast, NCAA Football 2000. EA stepped up last year by delivering one of the most spectacular-looking football titles on the PlayStation, and one of the most steeped in features. This season, EA's on its way to improving an already great game in all the right ways by expanding the Dynasty mode (you'll have even more recruiting responsibilities) and by beefing up the graphics and optimizing the frame rate.

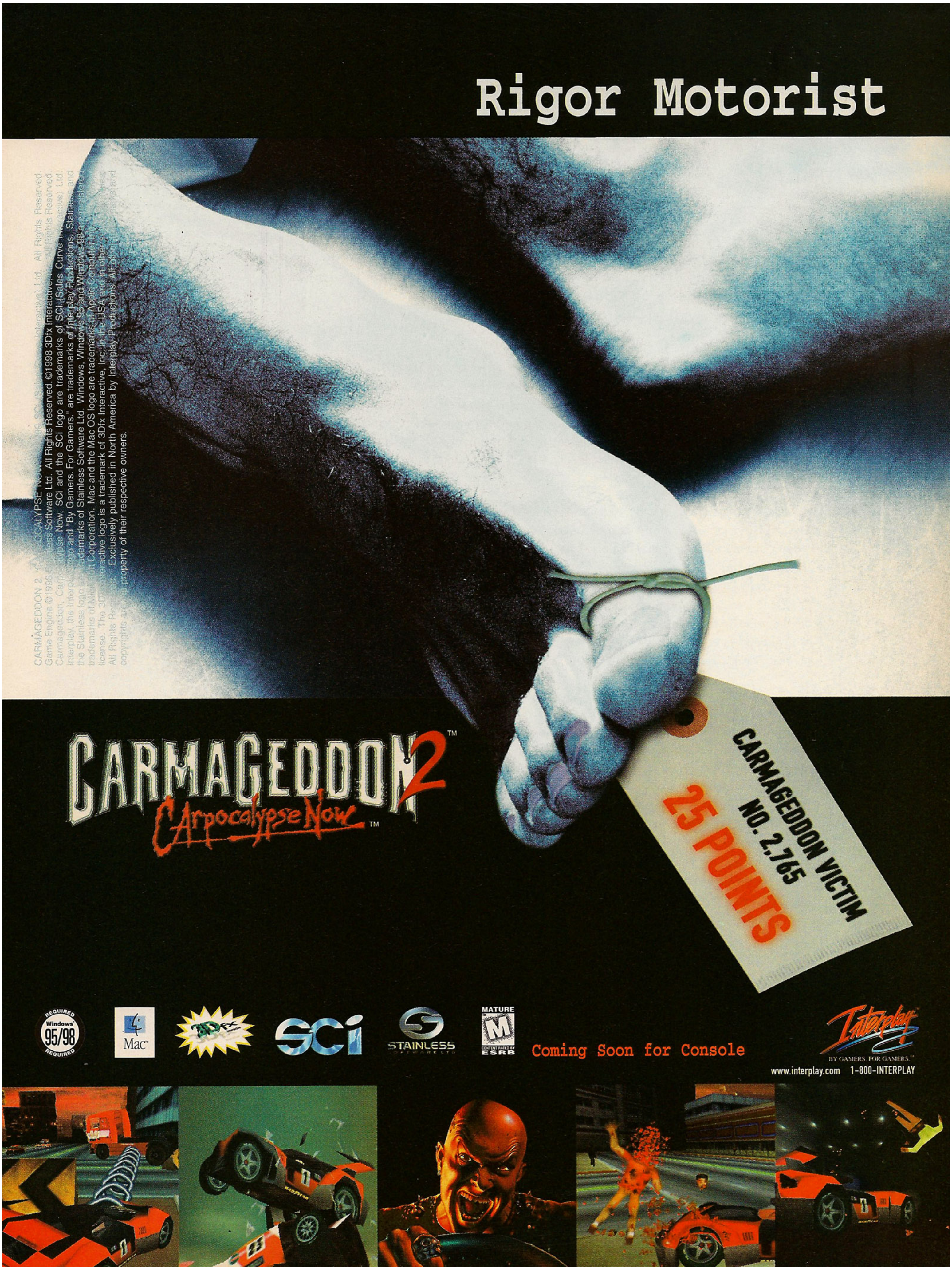
NCAA Football 2000's most outstanding addition is its create-a-school feature. Gamers will be able to name their school and assign the team a nickname as well as pick its uniform colors (right now there are only three choices), logo, stadium type, enrollment, and onfield decorations. Add in the ability to create your own offensive and defensive plays, exclusive rights to the Orange, Sugar, and Fiesta Bowls, along with 177 selectable Division I-A schools, and gamers have a college football title worthy of its moniker. Based on the way the game looked and played in its preview form, tundra warriors will have something to look forward to this fall.







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BY SCARY LARRY

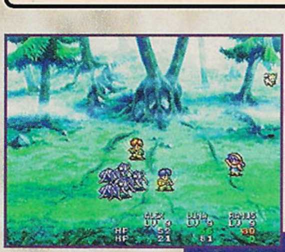
- Published by Working Designs
- $59.99
- 1 player
- Available now
- ESRB rating: Teen
- RPG

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.0	3.0	2.5

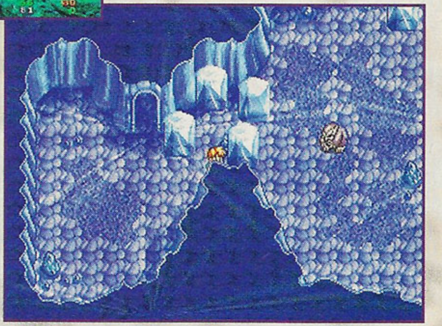
PLATFORM
PlayStation

LUNAR
SILVER STAR STORY
COMPLETE

RPGers have been eagerly (and patiently) awaiting a PlayStation version of the highly touted Sega CD classic, Lunar: The Silver Star—but why? Lunar may have been hot a couple of years ago (try 1993), but it definitely shows its age with Lunar: Silver Star Story Complete.



◀ **PROTIP: If you use Luna as a healer, set her command to A.I.: She'll heal party members when needed and fight when healing isn't necessary.**



PROTIP: In order to get past areas shielded by ice, have Albino Baboons run into them as they charge after you.

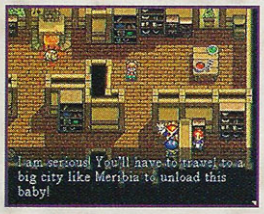
Dragon Slayer

You play as Alex, a young kid with a hankerin' for adventure who aspires to be one of the Dragonmasters of old, just like his town's hero, Dyne. Alex takes his childhood friend, Ramus, and his sweetheart, Luna, with him on his quest. There's also a comic-relief character, Nall (a cross between a cat and a bat), whose main function is to revive characters that have lost all their hit points. While she makes the game easier for first-timers, veterans of good RPGs like FFVII will find her assistance unnecessary.

Lunar-cy

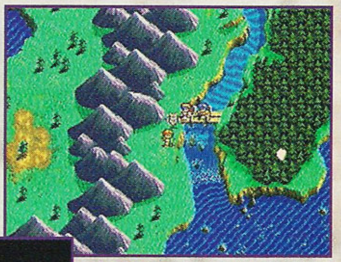
Lunar's character graphics contain the same squashed-down miniatures as the original game, which means squashed adventurers and squashed monsters that are a little less than fearsome (some of them even look a little on the Furby-ish side). The magic spells are also pretty flaccid and are accompanied more often than not by really lousy music.

Working Designs did, however, try to add as much as possible to bring this game up to PlayStation speed. There are over an hour's worth of cleaner-looking cut-scenes, lots of voice-acting and music, and a totally revamped icon-based menu system that's a lot less cumbersome than Sega's Lunar. Other extras include a music CD, a "Making of Lunar" CD, and a cloth map.



I am serious! You'll have to travel to a big city like Meribia to unload this baby!

◀ **PROTIP: The only way you'll get to Meribia is if you try to sell the Dragon Diamond in Burg.**

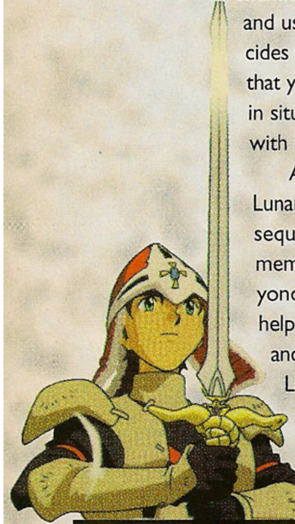


PROTIP: Go into the Lost Woods and head west. You'll meet up with Laike, who will restore your health back to full (after you battle against eight monsters). Go south to find Saith.

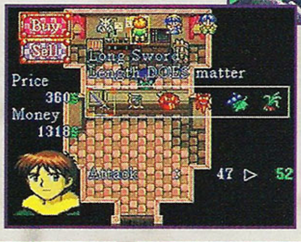
A Lunar Cycle

LSSSC does a good job of integrating its story line into the action, but you'll eventually tire of the old-school graphics and repetitive fighting mechanics. Several enemies hit you before you can rally your troops, and using the A.I. command (where the CPU decides your battle strategy) is no help—you'll find that your precious magic points are being used up in situations where whacking someone with a sword would've been sufficient.

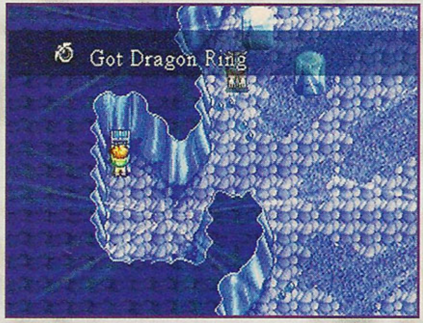
Another gripe is the exclusion of Lunar: Eternal Blue. Why that excellent sequel wasn't packed into this "commemorative" edition of Lunar is beyond comprehension (it would've helped layer this otherwise simplistic and fundamental game). Even though Lunar is called "Complete," RPG diehards and fans of the Lunar series will beg to differ.



▶ **PROTIP: Shop wisely when equipping your party. Make sure everyone has at least one powerful weapon or helpful defensive suit. Never leave any party member poorly equipped.**

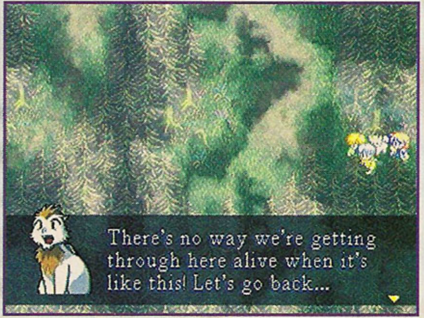


Long Sword
Length DOES matter



Got Dragon Ring

PROTIP: After the White Dragon gives you the Dragon Diamond, go to the cave on the right and search for the Dragon Ring.



There's no way we're getting through here alive when it's like this! Let's go back...

PROTIP: You can't enter the Weird Woods until you have rested. Take Ramus and Luna to their respective homes, then talk to your father.

GRAPHICS 3.0

Graphically, Lunar is behind the times. Flat battle areas, wimpy spells, and itty-bitty enemies will assault your eyes. The anime cut-scenes are the visuals' only saving grace.

SOUND 3.0

The standard in-game music is good; the music surrounding the spells during battle isn't. The voice effects, which shine in the early part of the game, are not utilized well throughout.

CONTROL 3.0

The A.I. command should be able to better handle small logical dilemmas such as spell-management and automatically equipping weapons and armor.

FUN FACTOR 2.5

There's a list of other games that surpass Lunar in quality, style, and substance. Even if you're a fan of the Sega CD version, you will find Lunar Silver Star Story Complete only worth a nostalgic rental spin…and nothing more.

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Star Ocean
The Second Story

BY BOBA FATT

- Published by Sony Computer Entertainment America
- $44.99
- Available June
- RPG
- 1 player
- ESRB rating: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	1.5	4.0	4.0

PLATFORM
PlayStation

ENIX, THE LEGENDARY RPG developer of the Dragon Quest series, hasn't been a presence in the States for several years. Will its Star Ocean: The Second Story float in the U.S., or sink like Leonardo DiCaprio? Depends on what kind of RPG gamer you are.

Swimming in Stars

Star Ocean lets you play as one of two main characters, Claude or Rena (both stories intertwine)—along the way, you'll flirt with your companions, unravel Rena's heritage, deal with Claude's paternal issues, and search for a mystical object called the Sorcery Globe. You'll even learn skills such as cooking and weapon design, and craft your own equipment. To make the story even more interesting "Private actions," or personality-defining moments, pop up along the way, helping determine which of the game's 80 possible endings you'll see. With its intriguing multilayered characters and genuinely surprising plot developments, SO is truly an epic quest.

Beauty or Brains?

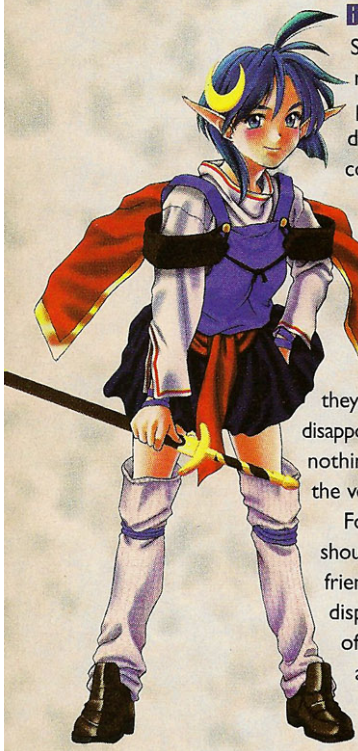
Star Ocean won't appeal to everyone, however: RPGers who revel in the mind-boggling visual stylings of Final Fantasy or Parasite Eve will be disappointed by SO's awkward combination of blandly textured polygons and super-deformed, pre-rendered characters. The squat, misshapen bad guys never convey a serious threat, and the battles shine only during uses of advanced magic. Luckily, SO's very impressive full-motion video cut-scenes will remind you that this is indeed a 32-bit game.

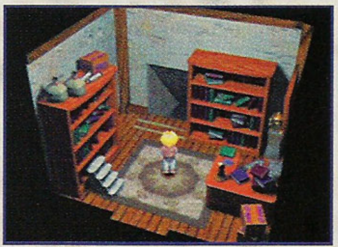
Sonically Stank

Psst…wanna hear a stinker? Crank-up SO's audio. The hideous character voices are melodramatic, repetitive, and sound like they were recorded through a seashell, while the disappointing score is overly familiar and bland. There's nothing but pain from them thar speakers, so turn the volume off.

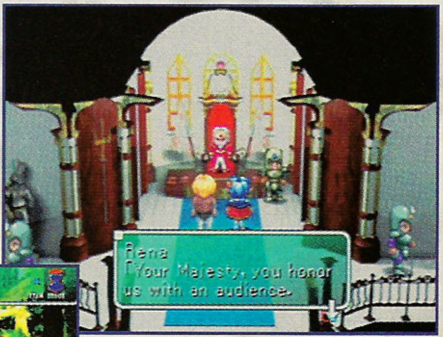
Fortunately, SO delivers solid gameplay on the shoulders of its dubious audio/visual package. User-friendly menus put a humongous inventory at your disposal, while the unique battle system offers three levels between turn-based and real-time fighting. The interface's only stumbling point is its lack of directional indicators on the world map—the spinning camera will leave you guessing which way is north and which way is south.

Although it's far from perfect, Star Ocean: The Second Story is a remarkably expansive game with a complex, immersive plot and highly compelling characters. RPG gamers big on technical flair will see this as a dud, but story-driven players will have found their vehicle en route to Final Fantasy VIII.



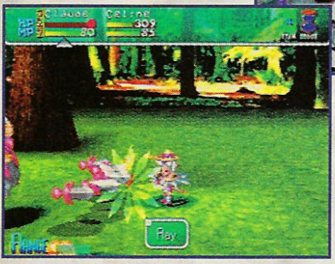


PROTIP: In Alen's mansion, look for an item in this library that will reveal Rena's hidden location.

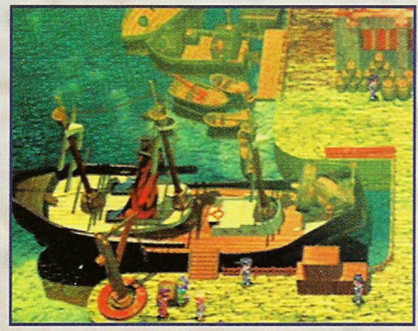


Rena
「Your Majesty, you honor us with an audience.

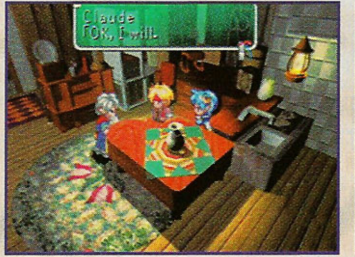
PROTIP: Make sure to investigate Cross Castle thoroughly—there are weapons, armor, money, and a new ally to be found!



PROTIP: The Heraldry Forest is an extremely tough siege—make absolutely sure you're stocked up on blueberries and blackberries!

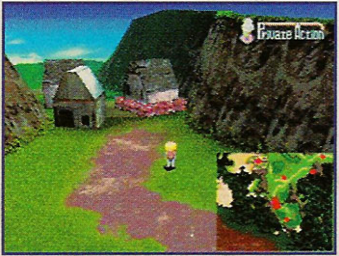


PROTIP: You'll find the blue-haired boy near the warehouse in the center of the port town.

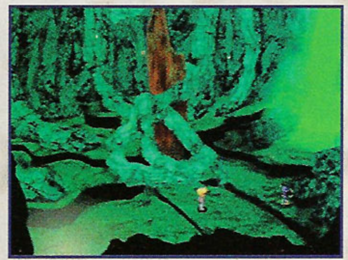


Claude
「OK, I will.

PROTIP: Rena's healing powers are very important early on—make sure her magic points are always stocked up when heading toward danger.



PROTIP: When charting potentially dangerous territory, stick to the main roads on the world map.



PROTIP: In the Cross Caves, be prepared for danger striking from above—when you enter the star chamber, make sure Celine's attack strategy is to use Heraldry.

GRAPHICS 3.5

Star Ocean's stubby pre-rendered characters, goofy polygonal outdoor environments, and overly cartoonish bad guys are hardly eye candy, but some highly detailed areas and impressive cut-scenes keep this buoy afloat.

SOUND 1.5

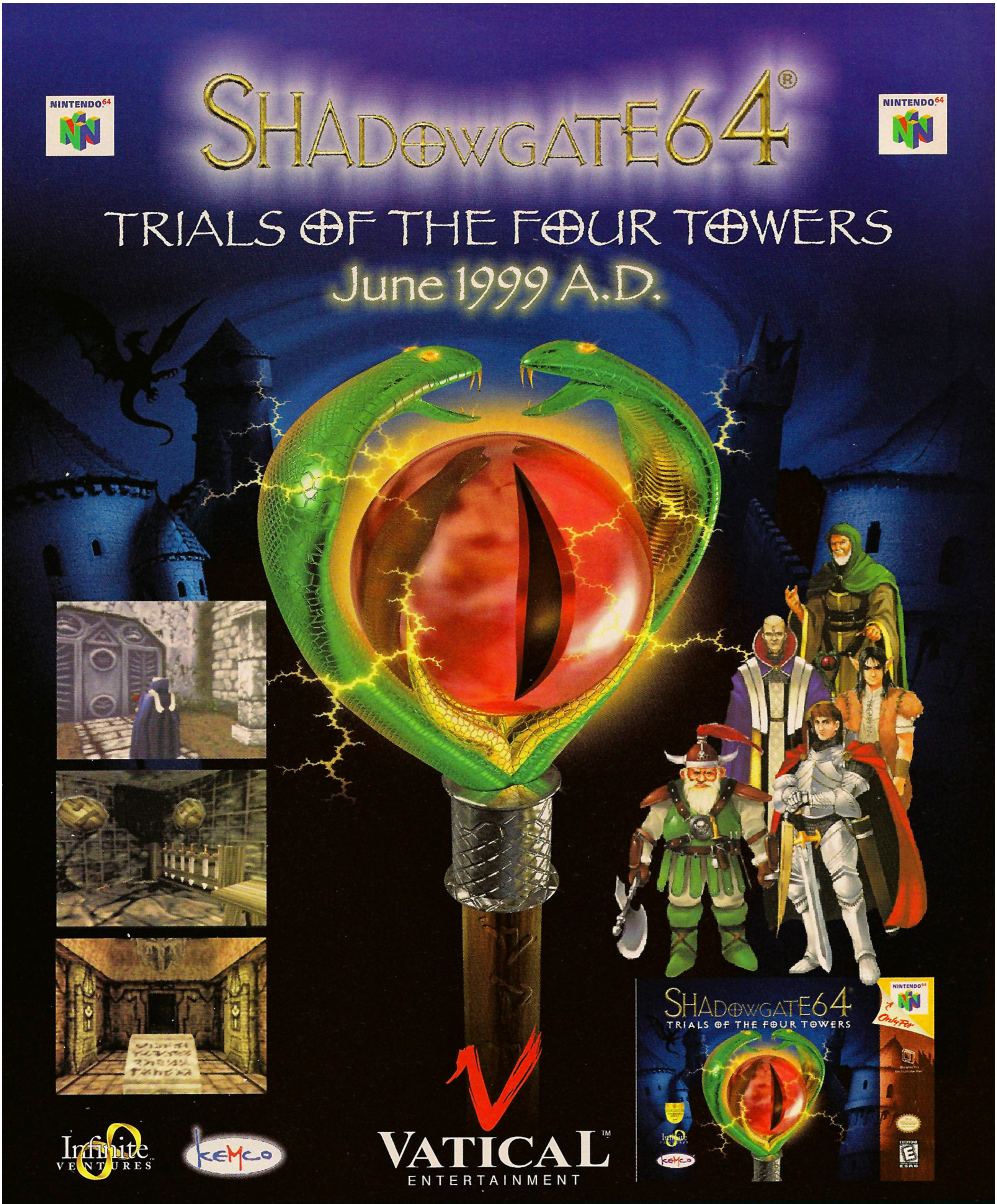
The strange, overlapping battle dialogue sounds terrible and gets mind-numbingly repetitive, while the boring score plays on and on and on. Because most of the dialogue is conveyed through onscreen text, you may prefer to play with the sound off.

CONTROL 4.0

The real-time battle system is easy enough to learn, and navigating through the onscreen menus is a snap—even the cut-scenes take excellent advantage of the dual shock controller. But why aren't there directional pointers on the map to show you where you're going?

FUN FACTOR 4.0

Star Ocean succeeds on the strength of its compelling characters and a winding plot that makes you feel like you've entered a real world. There are some confusing navigational elements, however, and the audio/visual package is a disappointing mess.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Arcade!

Hydro Thunder

Hydro Thunder's burning up arcades with intense boat racing and tracks filled with shortcuts. We show you how to leave the competition in your dust—er, wake—on four tracks: Arctic Circle, Lake Powell, Ship Graveyard, and Venice Canals.

By Major Mike

(Special thanks to Brian Johnson and the fine folks at Midway in San Diego for their invaluable assistance.)

Boat-Racing Basics

The Right Way To Start

Super Starts

To start a race with a burst of speed, hold the Throttle in the neutral position between Full and Back during the countdown. When the number "**1**" starts to disappear, quickly move the Throttle into the Forward position.

Hop-Starts

To start a race with a quick hop in the air, hold the Throttle in the Reverse position during the countdown. When the number "**1**" starts to disappear, quickly move the Throttle into the Forward position.

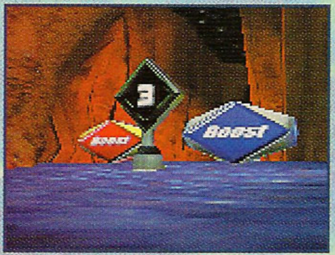
Hydro Jumps

The key to mastering Hydro Thunder is learning to use Hydro Jumps effectively. To perform one of these jumps, pull the Throttle into the Reverse position, then press the Boost button while holding the Throttle in Reverse. You must have Boost Fuel in order to perform a Hydro Jump, and the amount of time you hold down the Boost button determines how high you will go. Hydro Jumps are effective for clearing obstacles, grabbing boosts, and reaching certain shortcuts.

Boost Wisely

Booster Fuel runs out pretty fast, so never drain your supply of it completely. If you grab Boost Fuel on an empty tank, it'll take time for your engine to activate its super motor and cost you valuable seconds. By keeping Boost Fuel in your tank at all times, you can avoid this delay.

Boost Fuel



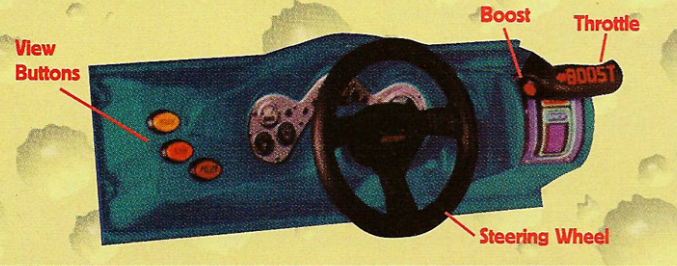
You can collect Boost Fuel from two types of canisters:

Blue: Gives you four seconds of Boost Fuel.

Red: Gives you nine seconds of Boost Fuel.

You can also find hidden boosters that are invisible.

Controller Legend



Hidden Stuff!

Hidden Boats

Enter the following codes at the "Choose Boat" screen:

Race as Chumdinger: Highlight Razor Back and quickly press the Pilot view button three times.

Race as Blowfish: Highlight Rad Hazard and quickly press the Pilot view button three times.

Race as Tinytanic: Highlight Tidal Blade and quickly press the Pilot view button three times.

Race as Armed Response: Highlight Thresher and quickly press the Pilot view button three times.

Hidden Track

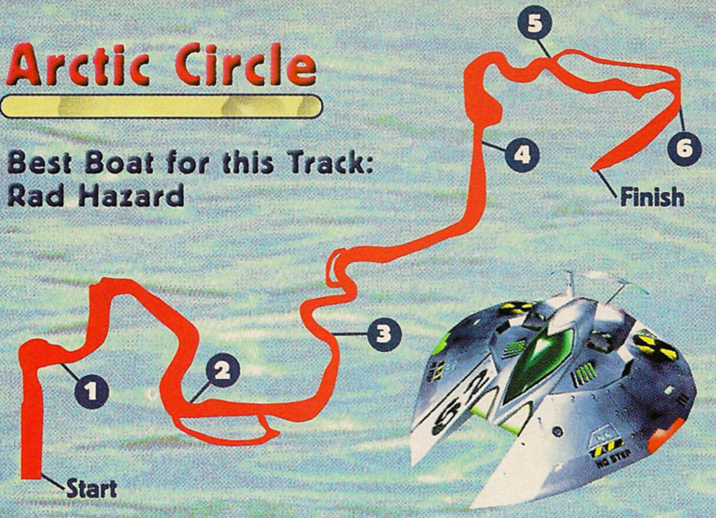
Race on the Hydro Speedway Track: At the "Choose Track" screen, highlight the Lake Powell track and quickly press the Pilot view button three times.

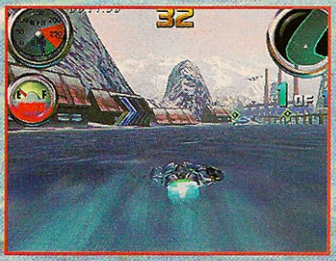
Shortcuts

The tracks in Hydro Thunder are filled with shortcuts and secrets that can slash seconds off your time and give you an edge over the competition. For example, waterfalls frequently conceal shortcuts, and it's a safe bet that boosters can be found behind large anchored ships.

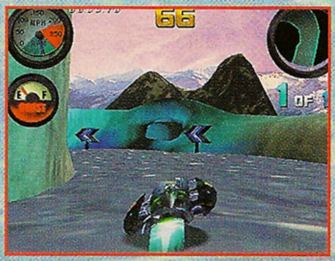
Arctic Circle

Best Boat for this Track: Rad Hazard

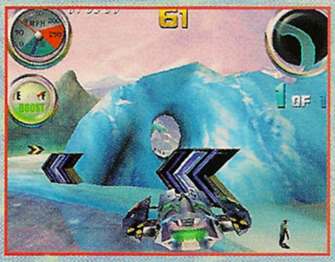




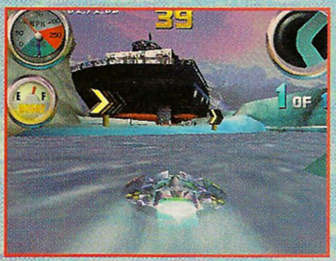
❶ After the first right hand turn, look for a shack to your left. You can jump off the roof of the shack and cut seconds off your time.



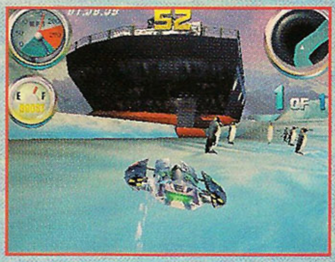
❷ As soon as you come out of the first cave, look for a hole on the right side of the track and perform a Hydro Jump to vault into it. This will send your boat flying at top speed through an ice tunnel.



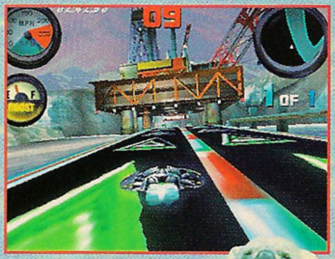
❸ After the ice tunnel, maintain your speed and jump through the second hole in the glacier directly ahead of you. You will have only seconds to steer into position to make this jump, so timing is everything.



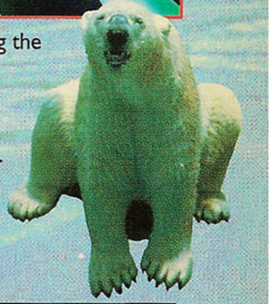
❹ Continue on the main path until you slide down an icy tunnel and off a ramp. After an s-shaped turn, you'll see an empty oil tanker to your left.



❺ Use a Hydro Jump to hop the small ice wall with penguins standing on it and enter the tanker. Inside the tanker is a ramp and enough Boost Fuel to last until the end of the race.

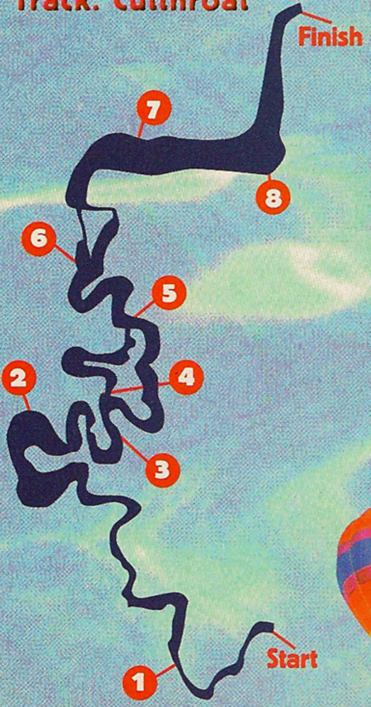


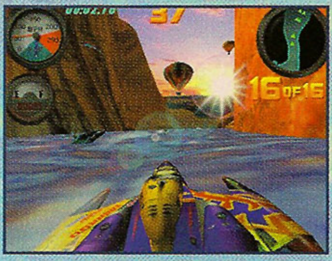
❻ Upon exiting the tanker, make a sharp right turn, then line up for the final booster ramp that catapults you to the finish line.

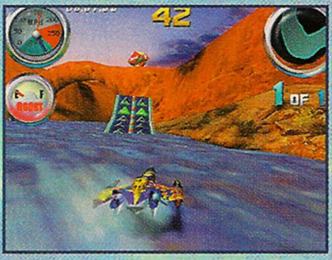


Lake Powell

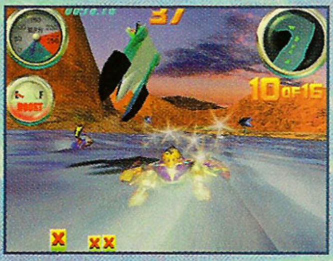
Best Boat for this Track: Cutthroat

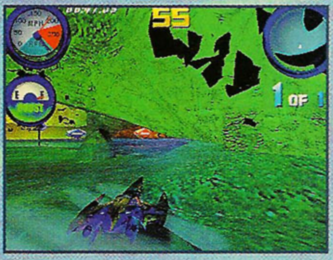




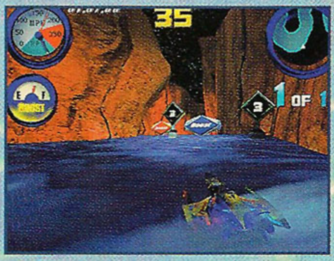


❶ At the first turn in the track, make a sharp right. If you make the turn sharp enough, you can line your boat up directly with a ramp around the corner. If you hit the ramp properly, you'll fly over a rock bridge and get a Red Boost.

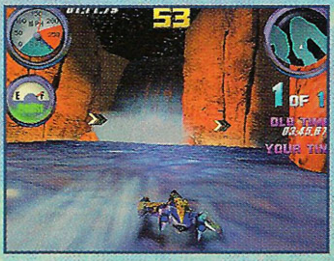




❷ Once inside the first cave, make a sharp right turn and grab the Red Boost.



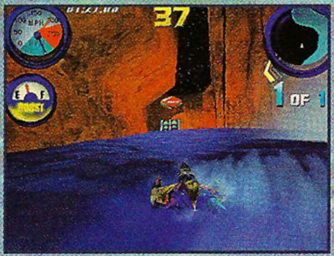
❸ After the s-turn, you'll come around a left corner with two boosts directly ahead—one Red and one Blue. Make a wide turn, then cut sharply from the right side of the track toward the left in order to collect both.



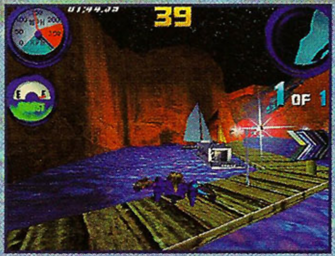
❹ The very first waterfall you see is a shortcut. Drive through the waterfall and collect the Blue Boosts.

(Continued)

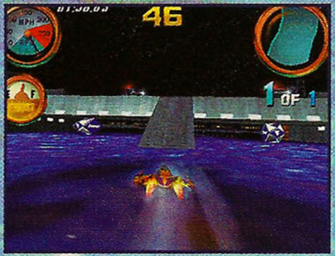
(Lake Powell, continued)



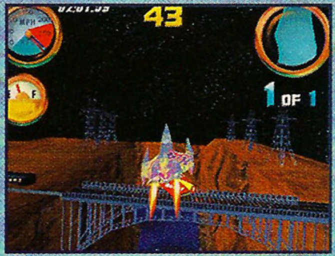
⑤ At the end of this shortcut is a ramp with a Blue and Red Booster above it. Drive off the ramp and, when you land, make a left and then a right turn.



⑥ After the turns, look for a small walkway to your left. Jump the walkway, drive through the marina and into a hidden path where there's a hidden Blue Boost.



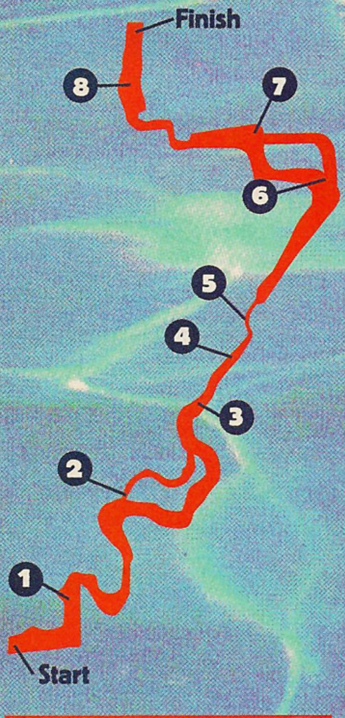
⑦ After leaving the shortcut, you'll see a dam with a ramp in the center of it. Use the ramp to make a big jump! Make sure you're going full speed and use Booster Fuel when you hit the ramp; if you make the jump correctly, you'll collect a Red Boost on the train tracks past the dam.

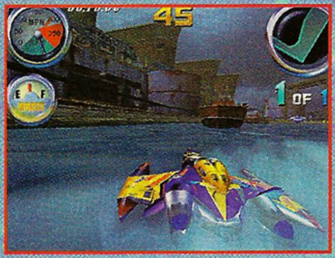


⑧ Once you land, take the ramp in front of the finish line and gun through the home stretch. Taking the ramps while racing as Cutthroat gives you extra speed, so make sure to hit them at this point in the race.

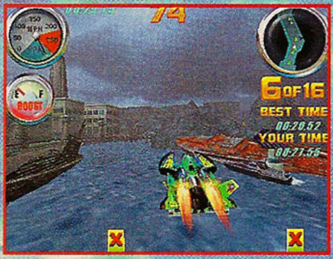
Ship Graveyard

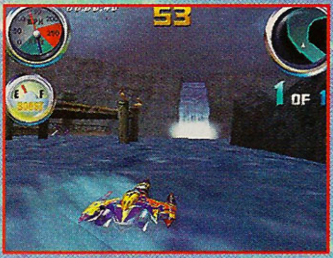
Best Boat for this Track: Cutthroat



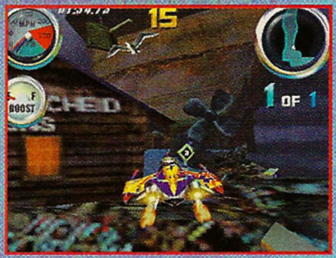


① After the first left turn, drive behind the two large ships to the left and collect a hidden Red Boost.

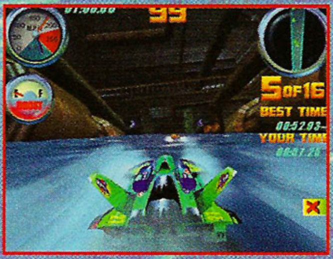


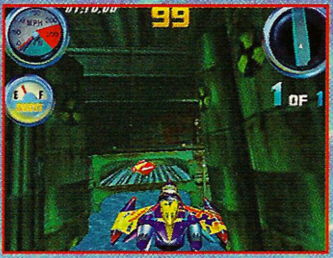


② After going off a small ramp, look for a large waterfall located behind a pier. Go through the waterfall for the first shortcut on this track.

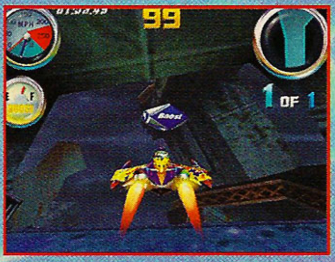


③ Upon exiting the first shortcut, look for a shack on top of an archway. Perform a big Hydro Jump to the right of the shack to collect the invisible Secret Booster.

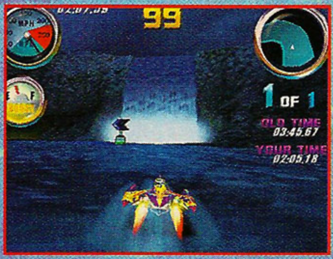




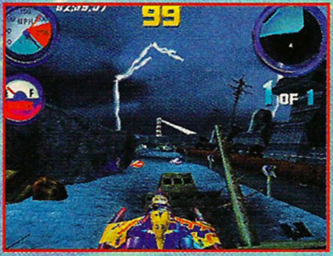
④ Next, you'll go through a straightaway that ends with a drop-off. Perform a Hydro Jump right before you drive over the edge to collect a Red Booster on the ledge below.



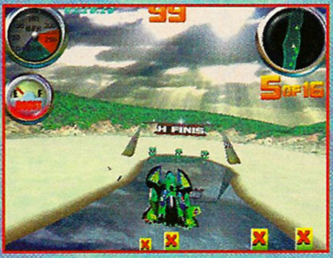
⑤ The following rooms are full of broken planes with a small drop-off. As soon as you land from the small drop, immediately perform a Hydro Jump to get the Blue Boost high in the air before the huge drop.



⑥ When you land from the huge drop, drive into the waterfall straight ahead—this is the second shortcut. You can collect a Red and Blue Booster in this area.



⑦ At the end of the second shortcut is a ramp that enables you to soar over a stormy section of track. Try to line up on the right or left side of this exit ramp to collect one of the boosters ahead.



⑧ After the stormy waters, it's a race to the finish line. Remember to take the ramp in the last straightaway—Cutthroat travels faster while in the air than on the water.

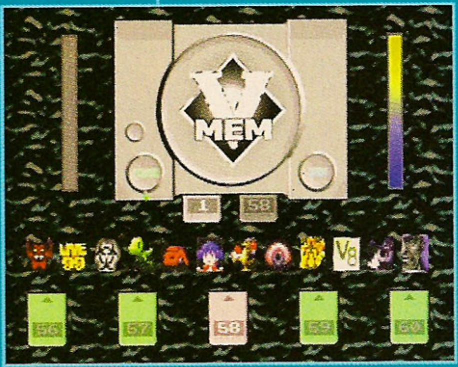
(Continued)

V-Mem™ Word Find

I T I U M S W O H I H E K T
W H M V F A S T E S T A T H
D S A V I N G N I S I I M E
A C K E N I O B N D W A S R
I A E E D F H I S T O R Y P
D N A C I T O S S I I E P E
N O H R N S N M Y I M M U T
W T I E G M T N O T O N E Q
A Y K W R L S H U N D A O Y
S A V E A S I E R L U Y G S
M D X I Y O N A U G T H A N
K E S L M H W O I T R U M T
B L A P E I H N O S A V E E
E Q W N I S A S X S H W U V

1) FINDING
2) YOUR
3) SAVE
4) WITH
5) THE
6) FASTEST
7) LAP
8) TIME
9) IN
10) DAYTONA
11) HISTORY
12) SHOULD
13) BE
14) EASIER
15) THAN
16) IT
17) WAS
18) TO
19) MAKE
20) IT
~~21) SAVING~~
~~22) IS~~
~~23) NOT~~
~~24) A~~
~~25) GAME~~

Directions:
Plug V-Mem™: Virtual Memory Card System into your PlayStation®. Icons of 60 memory cards will appear on your TV screen. Use your controller to scroll to the card of your choice. Start your game. Load your save. Safe, organized data that's easier to find and faster to retrieve. Just like a hard drive for your game console. You save a game to beat it. But you can't beat it if you can't find it.


MEM
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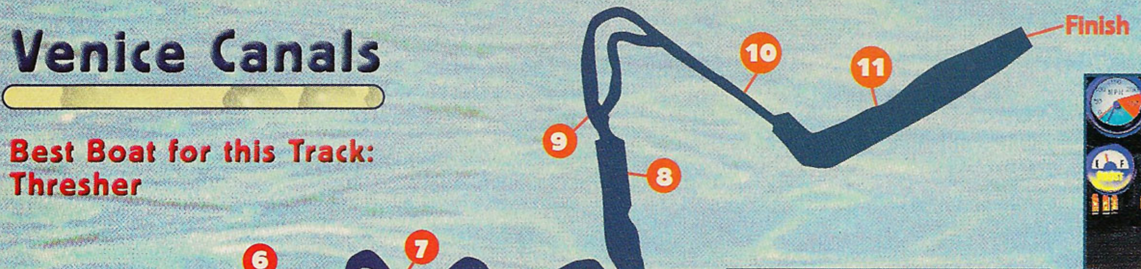
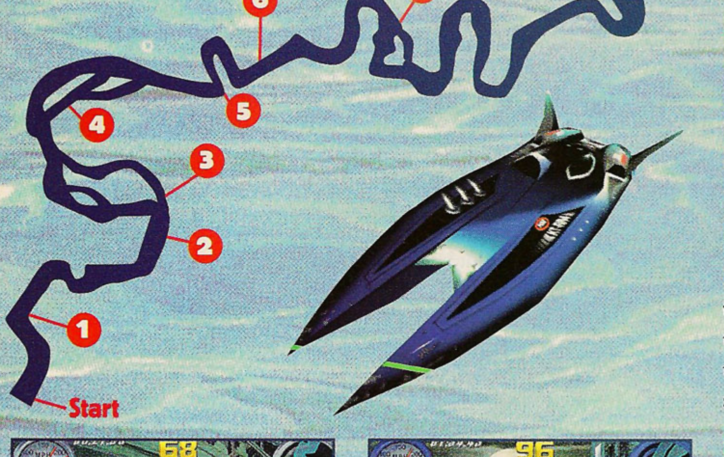
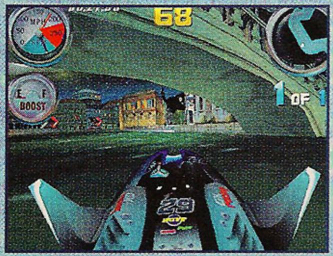
Venice Canals

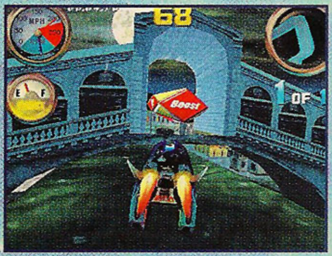
Best Boat for this Track: Thresher



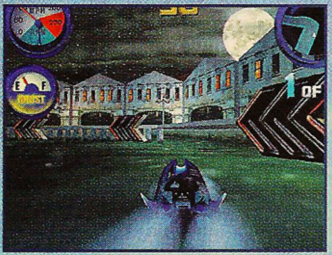




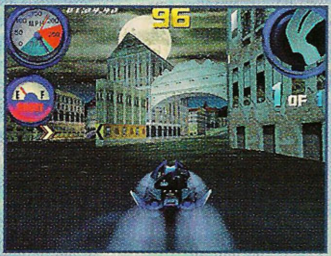
① At the start of the race, look for the first shortcut. After you pass under the first archway, hit the gap between the two buildings to your right.



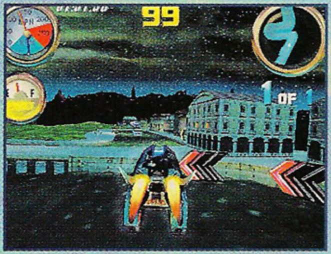
② After you land, turn left and look for a Red Boost in the archway of the bridge. How do you get it? A massive Hydro Jump!



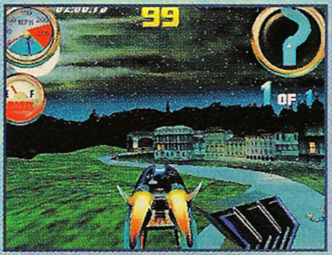
③ After landing, go straight and stay to the right of the poles for the second shortcut.



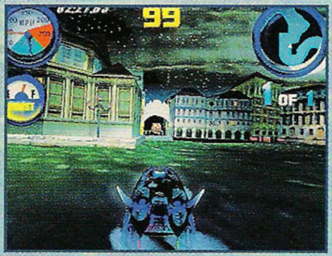
④ After the second shortcut, look for the buildings that divide the track. Take the path to the right.



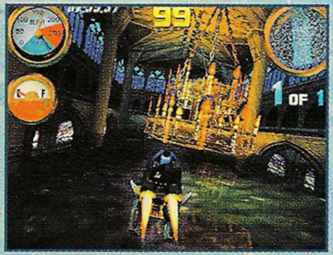
⑤ At the long sharp turn to the left, jump the pier completely with a Hydro Jump to shave seconds off your time.



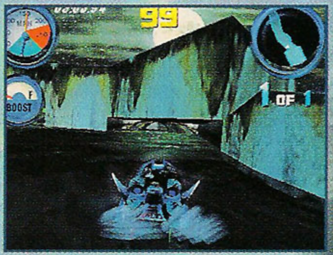
⑥ After you land from the jump, go straight and hit the ramp at top speed. If done successfully, you'll fly over the grassy section ahead and skid into a hard right turn.



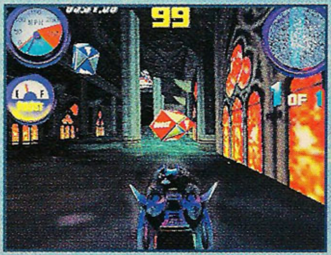
⑦ After the hard right turn, you'll find a Red Boost inside an archway to the left (where the police join in the chase). The passage is also a shortcut.



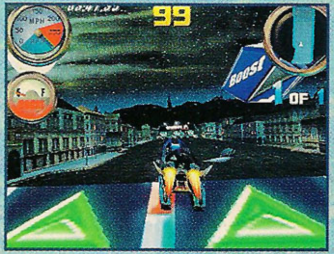
⑧ When you reach the room with the three swinging chandeliers, do a Hydro Jump under the second chandelier to collect a secret Red Boost. If you take the ramp before you reach this point, perform the Hydro Jump immediately after you land. Don't jump too high, however, or you'll overshoot the doorway ahead and hit the wall.



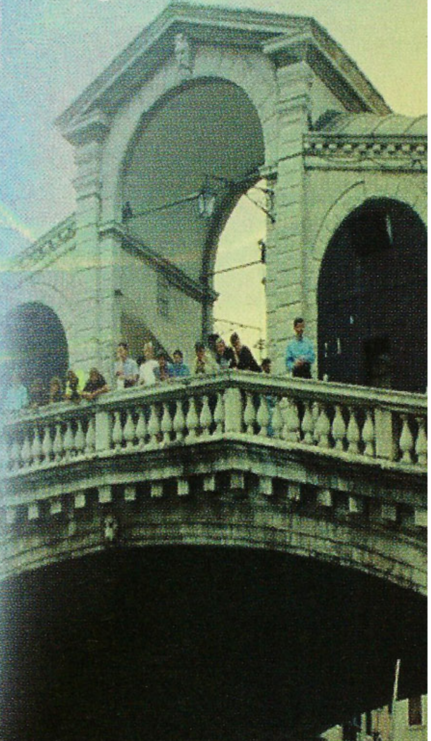
⑨ Take a quick right into the hidden tunnel pictured above. If you miss the tunnel and go to the left, don't fret; that path has a few Blue Boosts you can collect.



⑩ Avoid the ramp leading to the Blue Boost; go for the Red Boost to the right instead. Carefully navigate the columns when collecting the booster.



⑪ Hit the ramp in front of the finish line and collect the Blue Boost for some extra speed up to the finish.



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This month's adventure:
Scary Larry's Prom Night of Terrors!

1 GRAND PRIZE Winner

$200 Gift Certificate for hot video game products!

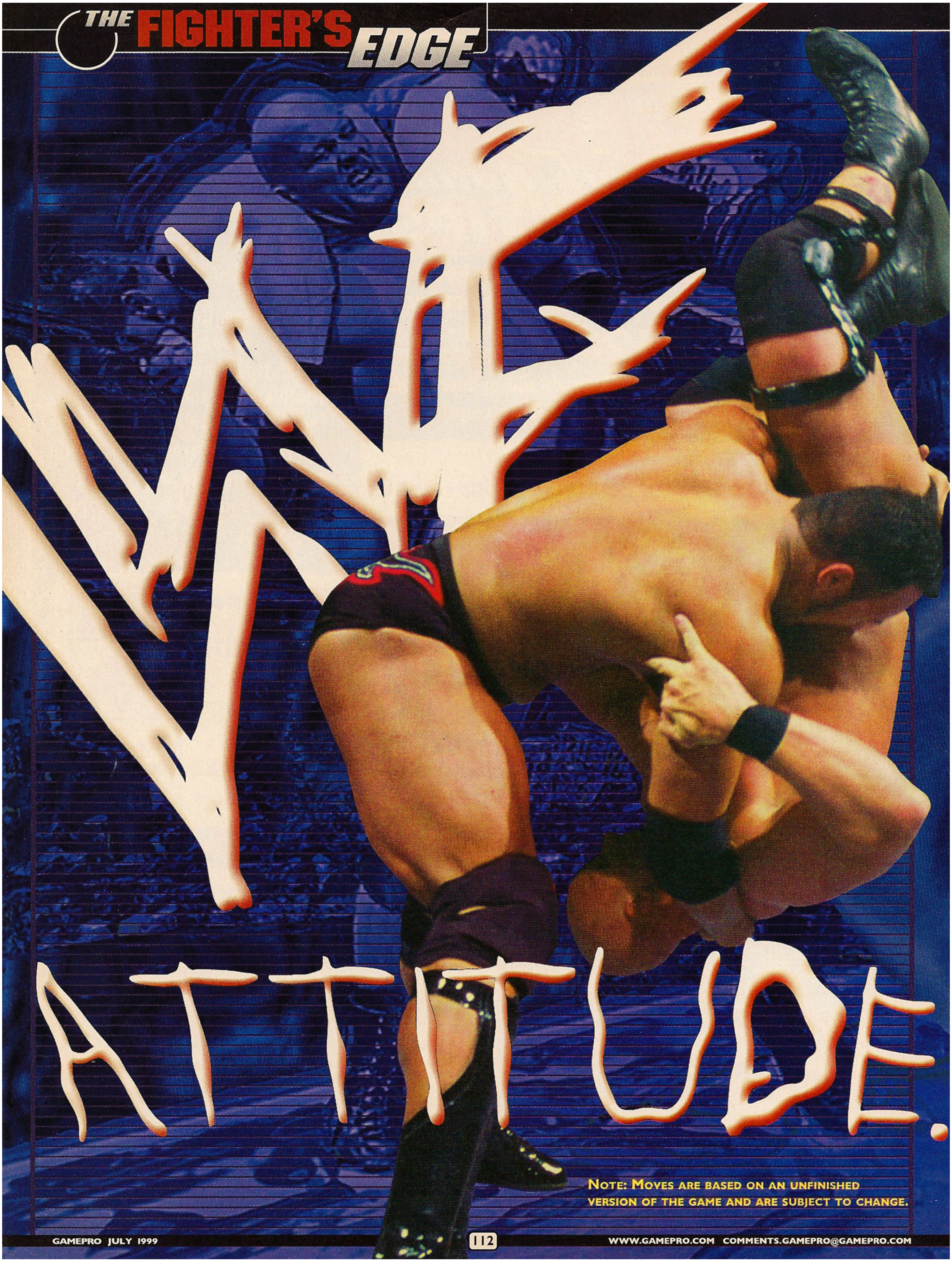
4 RUNNER-UP Winners

An exclusive *GamePro T-shirt!*

February '99 Winners	March '99 Winners
Grand Prize	**Grand Prize**
Jeff Austin, Grayson, KY, 2 min. 13 sec.	Ryan Mailer, Sherwood Park, CAN, 2 min. 10 sec.
Runners-Up	**Runners-Up**
Jonathan King, Sherwood Park, CAN, 3min. 21 sec.	Shane McDonie, Malta, OH, 2 min. 18 sec.
Jessie Beamish, Ottawa, CAN, 4 min. 46 sec.	Jeffrey Christopher, Greenwood, SC, 2 min. 36 sec.
Corey Haluchai, Sherwood Park, CAN, 5 min. 16 sec.	Priscilla Fernando, West Patterson, NJ, 4 min. 27 sec.
Ryan Mailer, Ottawa, CAN, 6 min. 12 sec.	Janice Tarnivold, Rocky Mountain, CO, 5 min. 6 sec.

A New Adventure with a Different GamePro Editor Every Month!

Message subject to change without notice. A service of IDG Games Media Group, San Francisco, CA.
Entries without complete name, address, and phone number will be disqualified



Note: Moves are based on an unfinished version of the game and are subject to change.

WWF ATTITUDE LAYS THE SMACK DOWN WITH THE BADDEST, MOST BRUTAL WRESTLING ACTION IN THE RING. IN THIS FIRST OF TWO INSTALLMENTS, WE GIVE YOU ALL THE BONE-BREAKING MOVES FOR 10 OF THE GAME'S SUPERSTARS, INCLUDING THE ROCK AND STONE COLD STEVE AUSTIN.

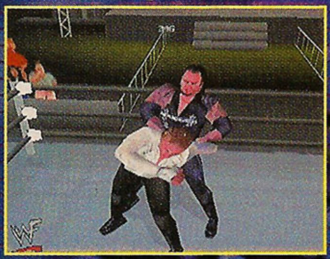
BY "THE PEOPLE'S WRITER" JOHNNY BALLGAME

(SPECIAL THANKS TO ACCLAIM PUBLISHING. LOOK FOR ACCLAIM'S OFFICIAL WWF ATTITUDE BOOK TO HIT STORES IN JUNE. CHECK BACK IN NEXT ISSUE'S "THE FIGHTER'S EDGE" FOR EVEN MORE MOVES FOR YOUR FAVORITE WWF WRESTLERS, INCLUDING THE UNDERTAKER AND TRIPLE H.)

BASIC SKILLS

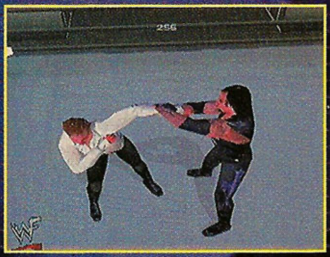
ARM TWISTERS

Chicken Wing



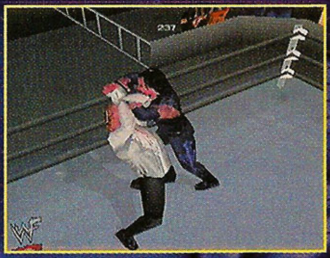
Tap TU to grab your opponent, then tap K

Arm Ringer



Tap TU to grab your opponent, then tap P

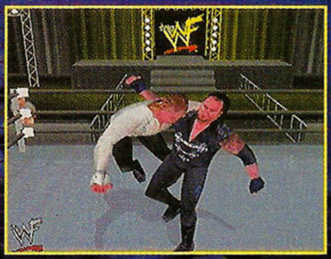
Forearm Bend



Tap TU to grab your opponent, then tap TU

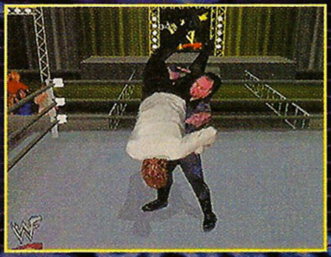
GRAB AND THROWS

Hip Toss



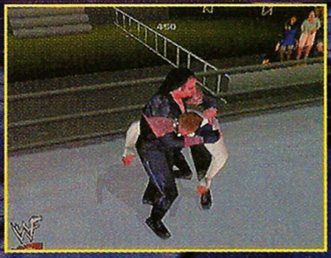
While standing near your opponent, tap →, →, K or ←, ←, K

Body Slam



While standing near your opponent, tap →, →, P or ←, ←, P

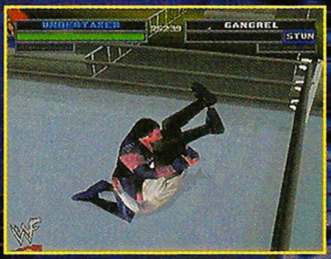
Grinding Head Lock



While standing near your opponent, tap →, →, TU or ←, ←, TU

STUNNERS AND SMACK DOWNS

Finishers and Trademarks



Each wrestler has one finshing move (called a Finisher) and one Trademark move. Finishers can be performed only when your opponent's health meter is in the red. Trademarks can be performed only when your opponent's health meter is in the yellow.

SECRETS OF WRESTLING REVEALED

WWF Attitude contains a number of hidden wrestlers and cheats. If you find any, e-mail how you got them to **johnnyballgame@gamepro.com** and your name might appear in an upcoming issue of *GamePro*.

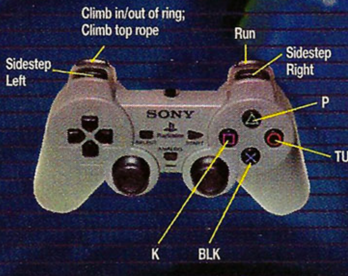
CONTROLLER LEGEND

Motion = Move the joystick in one smooth, continuous motion.
Tap = Tap the indicated buttons or directions in sequence.
( ) = Execute commands in parentheses simultaneously.

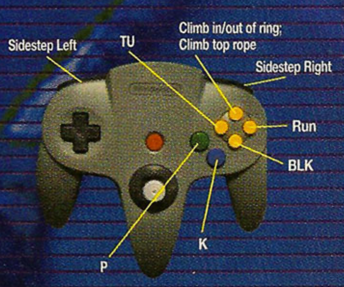
BLK = Block
K = Kick
P = Punch
TU = Tie Up

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

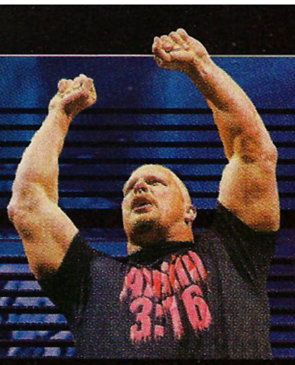
PLAYSTATION



NINTENDO 64



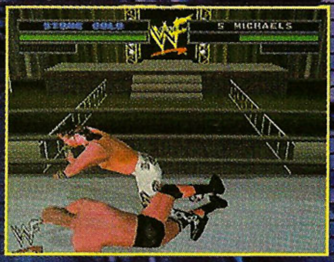
STONE COLD STEVE AUSTIN



READY MOVES

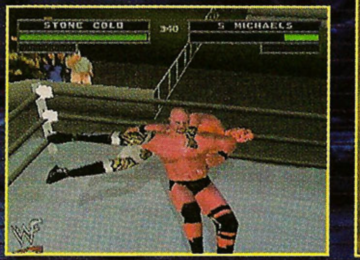
Note: Perform these moves when in close to and facing your opponent.

Drop Toe-Hold



Tap →, ↓, K or ←, ↓, K

Samoan Drop



Tap →, ↓, TU or ←, ↓, TU

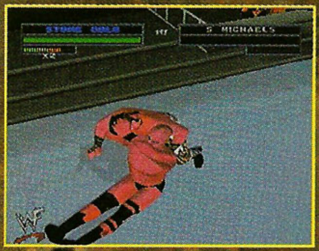
Vertical Suplex
Tap →, ↑, K or ←, ↑, K

Snap Mare
Tap →, ↓, P or ←, ↓, P

DDT
Tap ↑, ↓, P

FINISHER

Stone Cold Stunner

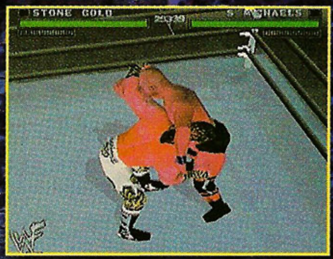


When your opponent's health meter is in the red, tap ↑, ↓, ↑, TU

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Vertical Suplex

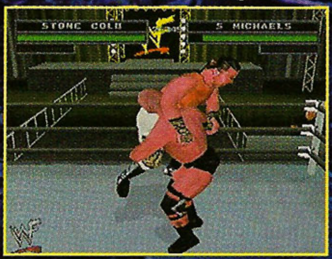


Tap →, ↑, K

Samoan Drop
Tap ↑, ↑, P

Neckbreaker
Tap →, K

Inverted Atomic Drop



Tap →, P

TRADEMARK

Piledriver
When your opponent's health meter is in the yellow, tap →, ←, ↓, TU

TURNBUCKLE ATTACK

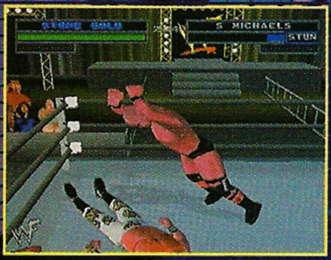
Note: Perform this move when your opponent is stunned in a corner turnbuckle.

Belly-to-Back Suplex
Tap ↑, P

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Driving Elbow-Smash



When near your opponent's side, tap ↓, P

Mount Punches
When near your opponent's side, tap →, ↓, TU or ←, ↓, TU

Texas Cloverleaf
When near your opponent's feet, tap →, ↓, K or ←, ↓, K

Knee-to-Shoulder
When near your opponent's head, tap →, ↓, P or ←, ↓, P

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

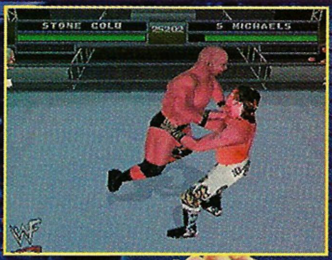
Sleeper
Tap →, P or ←, P

School-Boy Pin
Tap →, K or ←, K

CHARGING ATTACK

Note: Perform this move while running toward your opponent.

Thesz Press



Tap TU

COMIN' TOP ROPE

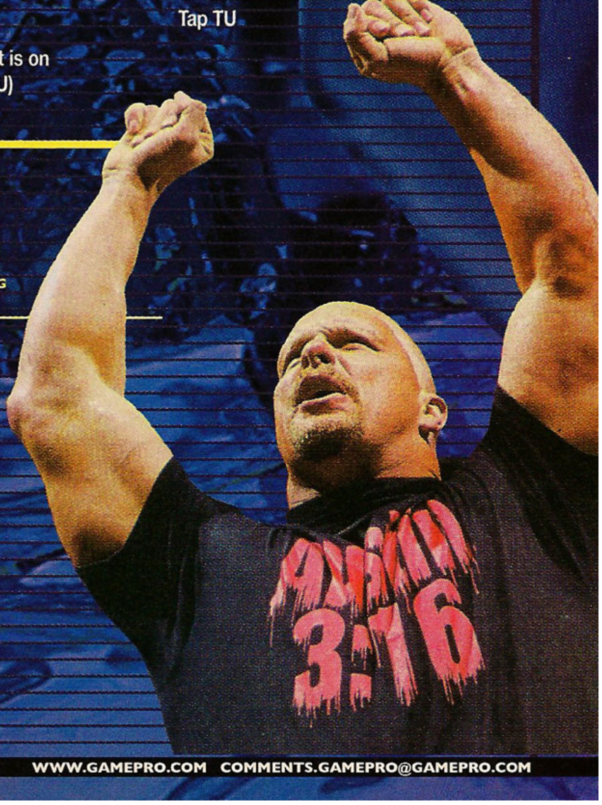
Note: Perform this move off the top rope.

Driving Elbow
When your opponent is on the ground, tap (P TU)

RUNNING OPPONENT

Note: Perform this move when your opponent is running toward you.

Power Slam
Tap TU

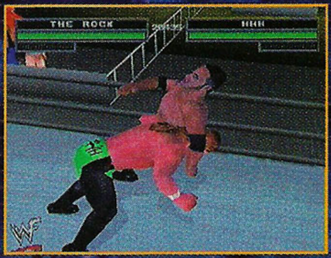


THE ROCK

READY MOVES

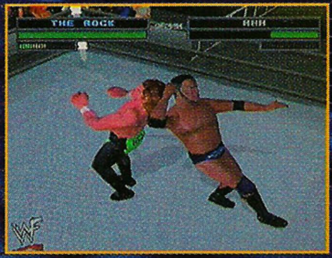
Note: Perform these moves when in close to and facing your opponent.

DDT



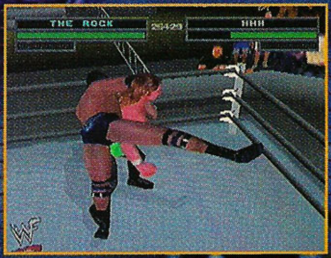
Tap →, ↓, P or ←, ↓, P

Neck Breaker



Tap →, ←, P or ←, →, P

Layin' the Smack Down



Tap →, →, ↓, K or ←, ←, ↓, K

Samoan Drop
Tap →, ↓, TU or ←, ↓, TU

Vertical Suplex
Tap ↑, ↓, K or ↓, ↑, K

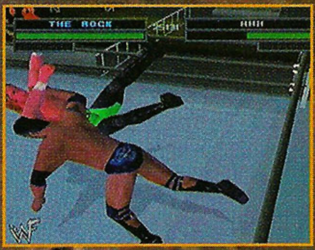
DDT
Tap →, ↑, K

Hairgrab Takeover
Tap →, ←, K

Pose
Tap (K TU)

FINISHER

Rock Bottom



When your opponent's health meter is in the red, tap →, ←, ↓, TU or ←, →, ↓, TU

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Samoan Drop
Tap →, TU or ←, TU

DDT
Tap →, P or ←, P

Chest Breaker
Tap →, K or ←, K

Vertical Suplex
Tap →, ↓, K

FINISHER

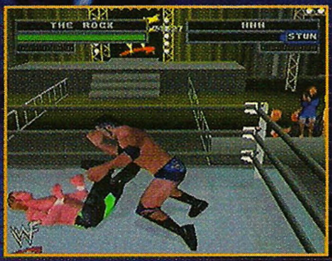
Rock Bottom
When your opponent's health meter is in the red, tap →, ←, P or ←, →, P

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Rocky Stomp
When near your opponent's side, tap K

Fist-to-Groin



When near your opponent's feet, tap →, →, ↓, K or ←, ←, ↓, K

Camel Clutch
When near your opponent's head, tap →, →, ↓, P or ←, ←, ↓, P

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

German Suplex
Tap →, TU

Russian Leg-Sweep
Tap →, P

School-Boy Pin
Tap →, K

TURNBUCKLE ATTACKS

Note: Perform these moves when your opponent is stunned in a corner turnbuckle.

Choke with Boot
Tap ↓, K

Flying Head Scissors
Tap ↑, ↓, P

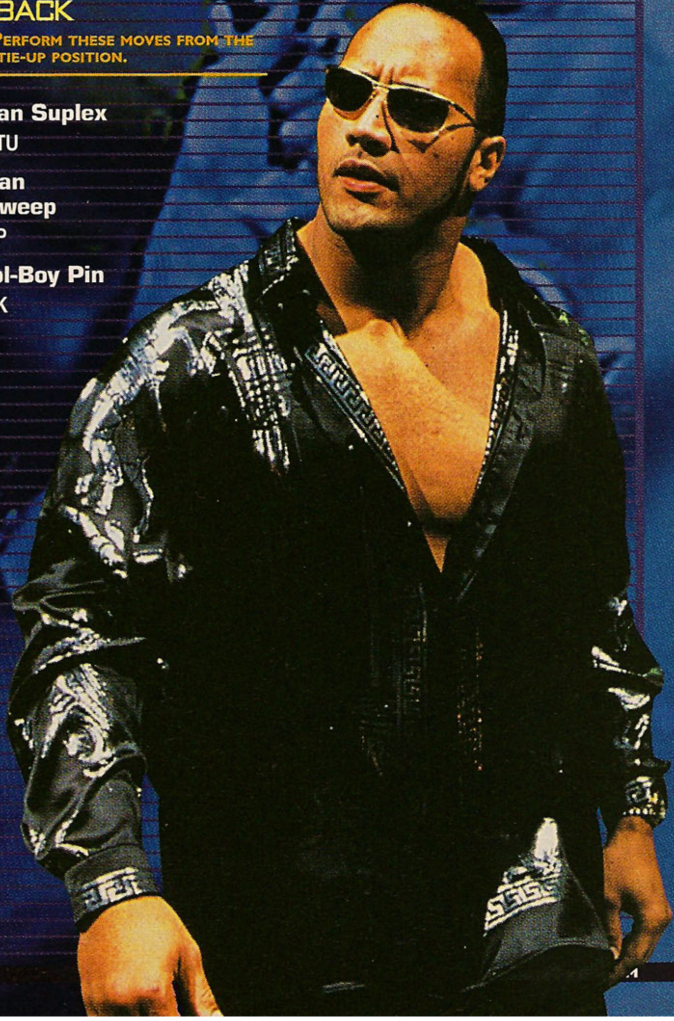
Charging Clothesline
When running toward your opponent, tap K

CHARGING ATTACK

Note: Perform this move while running toward your opponent.

TRADEMARK

People's Elbow
When your opponent's health meter is in the yellow, tap K



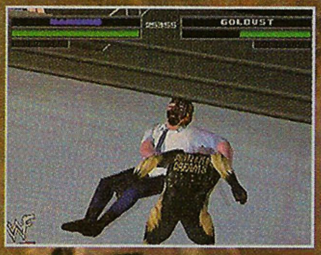
MANKIND

READY MOVES

Note: Perform these moves when in close to and facing your opponent.

TRADEMARK

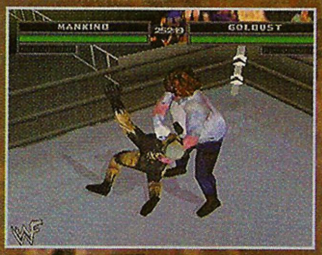
Double-Arm DDT



When your opponent's health meter is in the yellow, tap →, ←, ↓, P

FINISHER

Mandible Claw



When your opponent's health meter is in the red, tap →, ←, ↓, TU or ←, →, ↓, TU

DDT
Tap →, ↓, P or ←, ↓, P

Double-Underhook Suplex
Tap ↑, ↓, P

Vertical Suplex
Tap →, ↓, K

Leg Drag
Tap →, ↑, K

Pose
Tap (K TU)

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Vertical Suplex
Tap →, ↑, K

Piledriver
Tap →, ←, ↓, TU

Bulldog
Tap →, TU

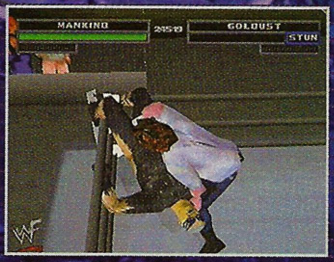
DDT
Tap →, P

Backbreaker
Tap →, K

TURNBUCKLE ATTACK

Note: Perform this move when your opponent is stunned in a corner turnbuckle.

Tree of Woe



Tap ↑, ↑, P

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

School-Boy Pin
Tap →, K

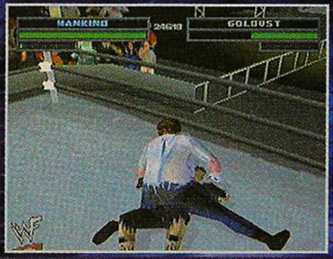
Russian Leg Sweep
Tap →, P

Reverse DDT
Tap →, TU

CHARGING ATTACK

Note: Perform this move while running toward your opponent.

Tackle with Punches



Tap TU

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Leg Lock
When near your opponent's feet, tap →, ↓, K

Knee-to-Shoulder
When near your opponent's head, tap ↑, ↓, P

FINISHER

Mandible Claw

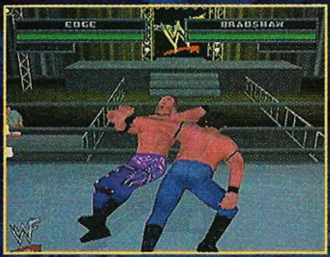
When your opponent's health meter is in the red, stand near his head and tap →, ←, ↓, P

EDGE

READY MOVES

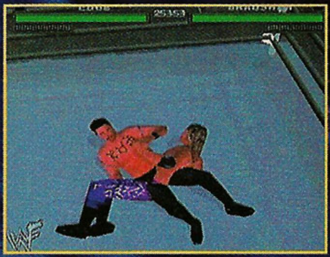
Note: Perform these moves when in close to and facing your opponent.

Single-Arm DDT



Tap →, ↑, P or ←, ↑, P

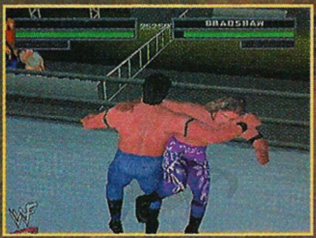
Crucifix



Tap →, ↓, K

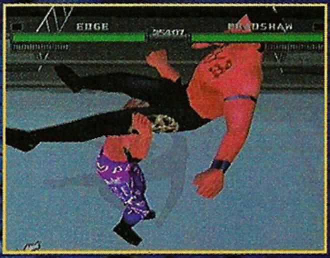
FINISHER

Downward Spiral



When your opponent's health meter is in the red, tap ↑, ↓, K

Crucifix Drop



Tap →, ↑, K or ←, ↑, K

Seated Crucifix Drop

Tap ↑, ↓, ↑, P

Drop Toe-Hold

Tap ↑, ↓, K

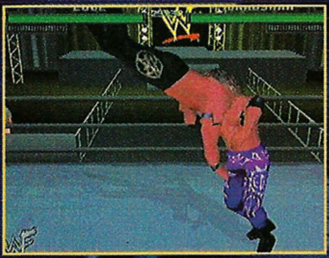
Pose

Tap (K TU)

TIE-UP MOVES

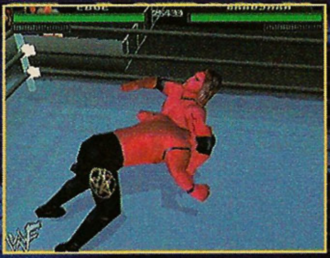
Note: Perform these moves when you're in the tie-up position with your opponent.

Front Suplex



Tap →, TU or ←, TU

DDT



Tap →, P or ←, P

Vertical Suplex

Tap →, ←, K

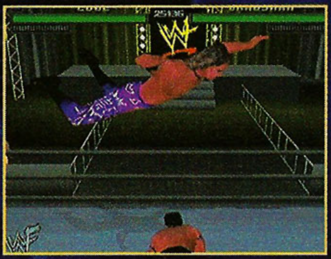
Neckbreaker

Tap →, K or ←, K

COMIN' TOP ROPE

Note: Perform these moves off the top rope.

Body Press



When your opponent is standing, tap (K BLK)

Splash

When your opponent is on the ground, tap (TU BLK)

CHARGING ATTACK

Note: Perform this move while running toward your opponent.

Running Head-Scissors

Tap K

RUNNING OPPONENT

Note: Perform this move when your opponent is running toward you.

High-Leg Clothesline

Tap K

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

Atomic Drop

Tap →, P or ←, P

Rolling Prawn-Hold

Tap →, K or ←, K

TRADEMARK

Dragon Suplex

When your opponent's health meter is in the yellow, tap →, ↓, P or ←, ↓, P

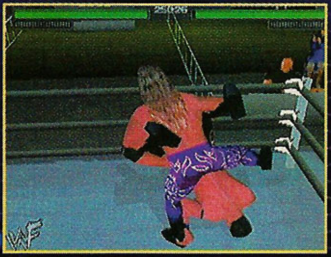
GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Leg Drop

When standing near your opponent's side, tap →, ↓, TU or ←, ↓, TU

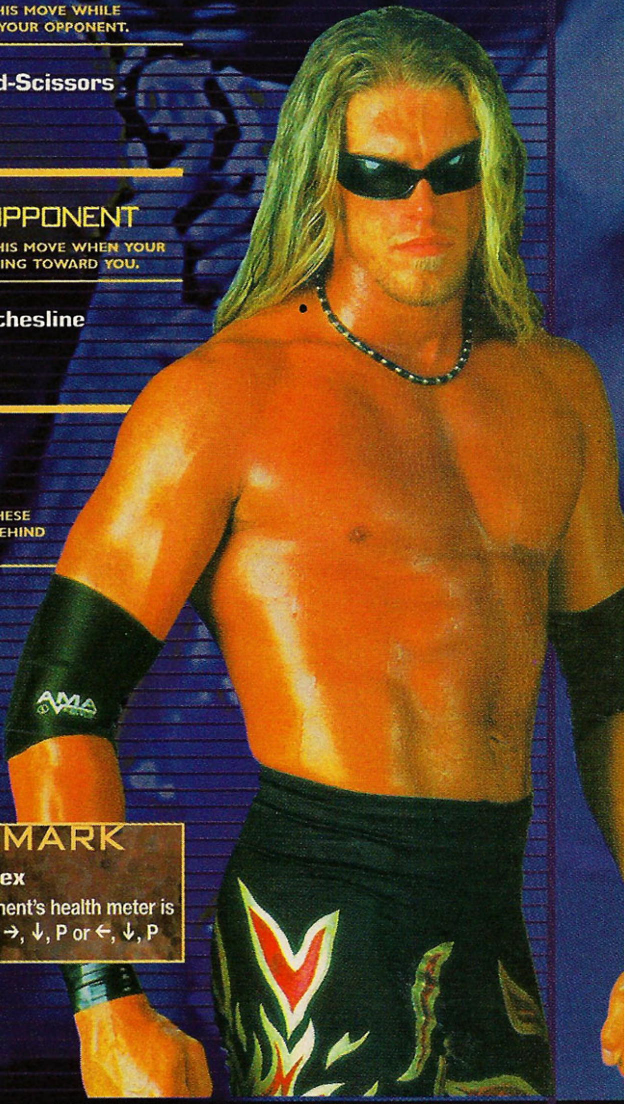
Elevated Crab



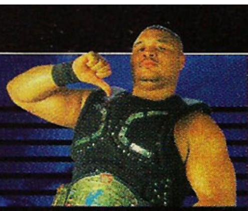
When standing near your opponent's feet, tap →, ←, ↓, K

Leg-Lock Choke Hold

When standing near your opponent's head, tap →, ↓, P or ←, ↓, P



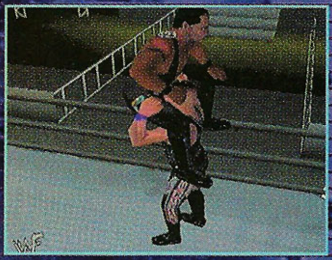
D'LO BROWN



READY MOVES

NOTE: PERFORM THESE MOVES WHEN IN CLOSE TO AND FACING YOUR OPPONENT.

Running Power-Bomb



Tap ↑, ↓, ↑, P

Fall Forward Power-Bomb
Tap →, ←, TU

D'Lo Pose
Tap (K TU)

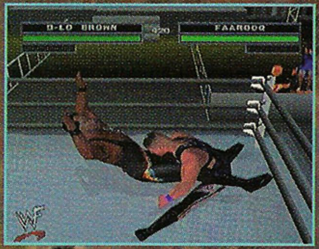
Fisherman's Suplex
Tap →, ↓, TU or ←, ↓, TU

Spine Buster
Tap ↑, ↓, TU

Short-Arm Clothesline
Tap ↑, ↓, P

TRADEMARK

Sky High



When your opponent's health meter is yellow, tap ↑, ↓, K

Snapmare
Tap →, ↓, P

Arm Drag
Tap ↑, ↓, K

Knee Breaker
Tap →, ↓, K or ←, ↓, K

TIE-UP MOVES

NOTE: PERFORM THESE MOVES WHEN YOU'RE IN THE TIE-UP POSITION WITH YOUR OPPONENT.

Power Bomb
Tap →, TU or ←, TU

Fisherman's Suplex
Tap →, P or ←, P

Backbreaker
Tap →, K or ←, K

RUNNING OPPONENT

NOTE: PERFORM THESE MOVES WHEN YOUR OPPONENT IS RUNNING TOWARD YOU.

High-Leg Clothesline
Tap K

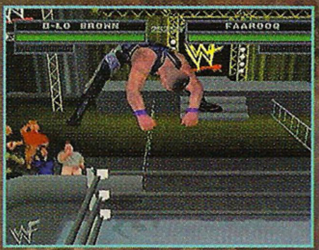
Sky High
Tap TU

COMIN' TOP ROPE

NOTE: PERFORM THIS MOVE OFF THE TOP ROPE.

FINISHER

Lo Down

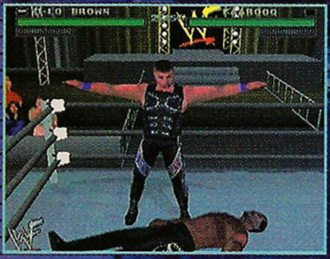


When your opponent is on the ground, and his health meter is in the red, tap (TU BLK)

GROUND ATTACKS

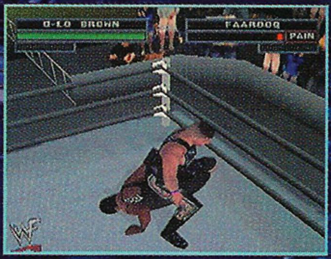
NOTE: PERFORM THESE MOVES WHEN YOUR OPPONENT IS ON THE GROUND.

D'Lo Leg Drop



Tap →, →, ←, TU

D'Lo Leaf



Tap ↑, ↓, K

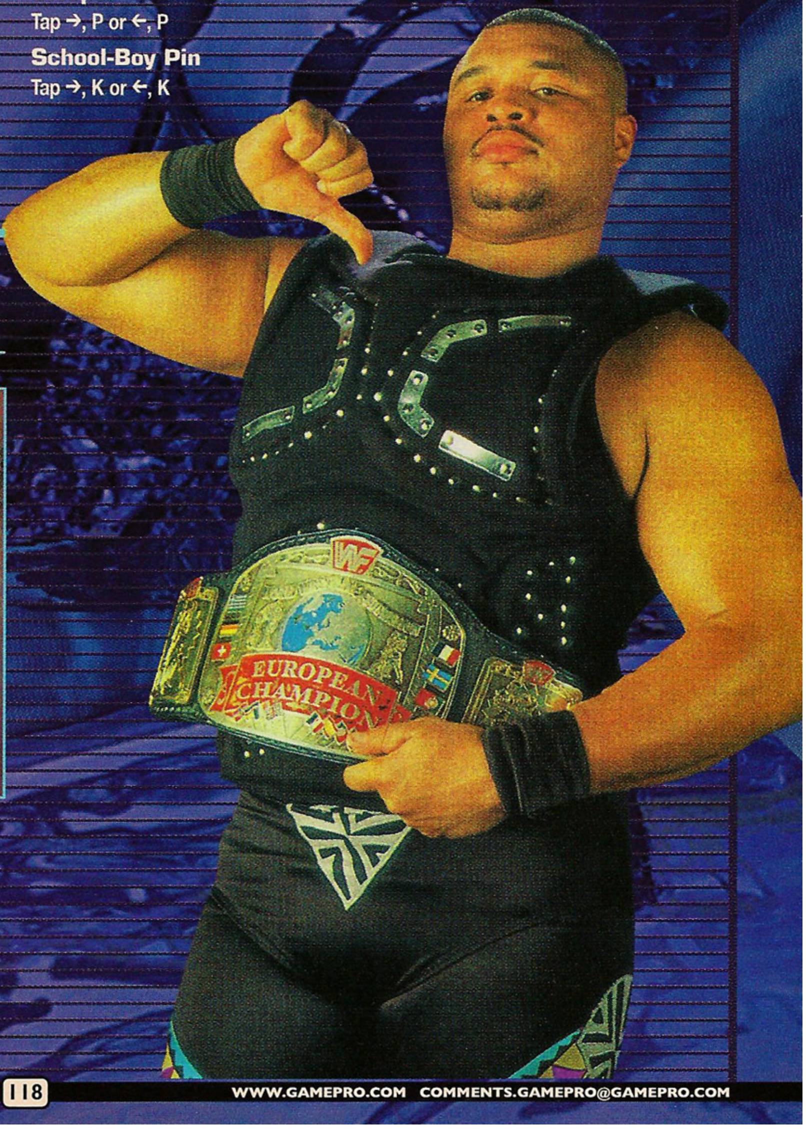
JACKED IN THE BACK

NOTE: PERFORM THESE MOVES FROM THE BEHIND TIE-UP POSITION.

Pumphandle Slam
Tap →, ←, K

Sleeper
Tap →, P or ←, P

School-Boy Pin
Tap →, K or ←, K

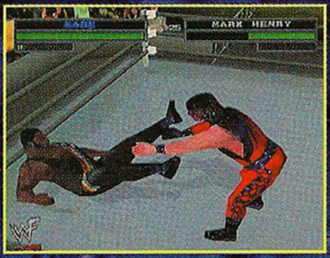


KANE

READY MOVES

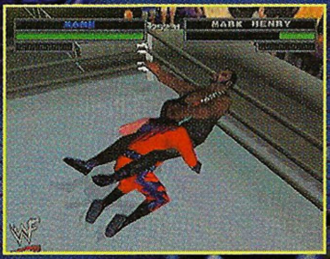
Note: Perform these moves when in close to and facing your opponent.

Throat Toss



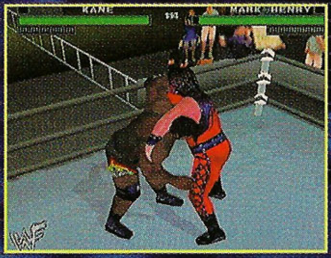
Tap →, ←, ←, P

Spine Buster



Tap ↑, ↓, TU

Vertical Suplex



Tap →, ←, K

DDT
Tap →, ↓, P or ←, ↓, P

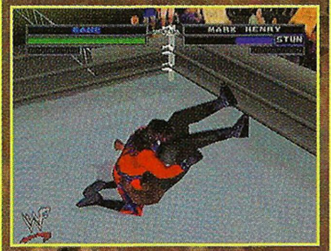
Front-Face DDT
Tap →, ←, P

Choke
Tap →, ↑, K or ←, ↑, K

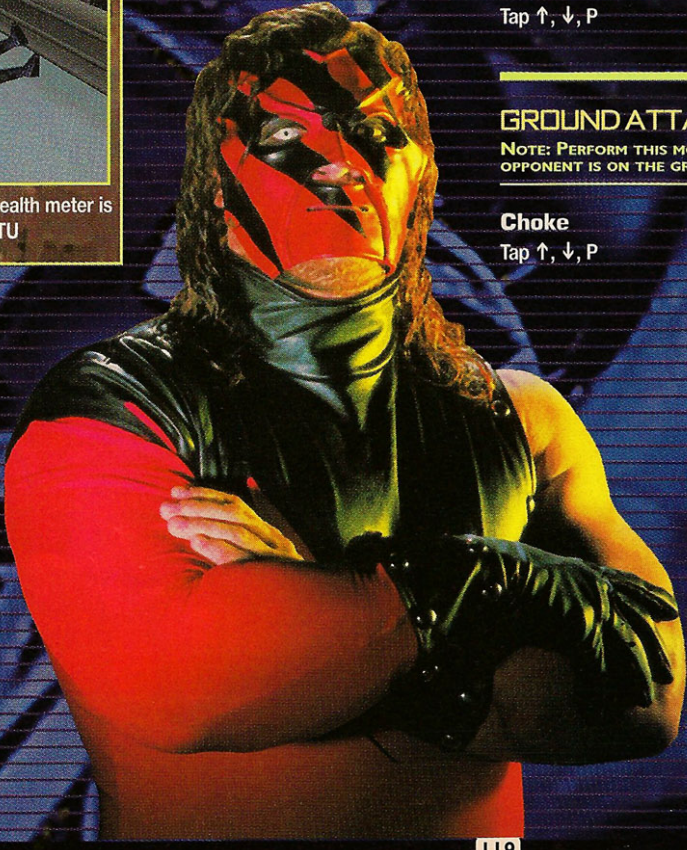
Running Knee-Hit
Tap ↑, ↓, K

FINISHER

Tombstone Piledriver



When your opponent's health meter is in the red, tap ↑, ↑, ↓, TU



COMIN' TOP ROPE

Note: Perform this move off the top rope.

Shoulder Tackle
When your opponent is standing, tap (P TU)

CHARGING ATTACK

Note: Perform this move while running toward your opponent.

Flying Back Elbow
Tap TU

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

School-Boy Pin
Tap →, K or ←, K

Sleeper
Tap →, P or ←, P

German Suplex
Tap →, TU or ←, TU

Reverse Power-Bomb
Tap ↑, ↓, P

GROUND ATTACK

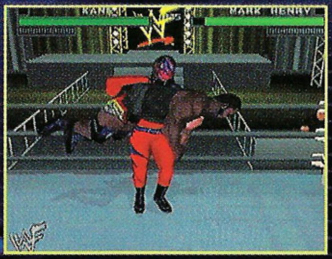
Note: Perform this move when your opponent is on the ground.

Choke
Tap ↑, ↓, P

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Chest Breaker



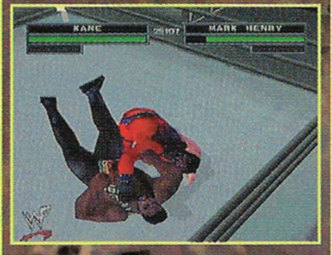
Tap →, K or ←, K

Fisherman's Suplex
Tap →, P or ←, P

Northern-Lights Suplex
Tap →, TU or ←, TU

TRADEMARK

Choke-Slam

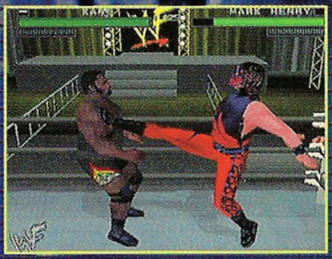


When your opponent's health meter is in the yellow, tap →, ←, P

RUNNING OPPONENT

Note: Perform these moves when your opponent is running toward you.

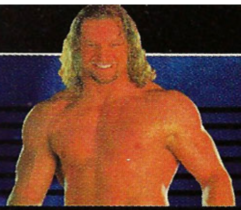
Boot to Face



Tap K

Power Slam
Tap TU

VAL VENIS



READY MOVES

Note: Perform these moves when in close to and facing your opponent.

Samoan Drop
Tap ↑, ↓, TU

Vertical Suplex
Tap ↑, ↓, K

Fireman's Carry
Tap →, ↓, K or ←, ↓, K

Pose
Tap (K TU)

Fall Forward Power-Bomb
Tap →, ←, →, P

Bear Hug
Tap →, ←, P

Spine Buster
Tap →, ↑, P

Headlock Takedown
Tap →, ←, K

Fisherman's Suplex
Tap →, ↓, P

GROUND ATTACKS

Note: Perform these moves while standing over a downed opponent.

Fist-to-Groin
When standing near your opponent's feet, tap ↑, ↓, K

Kick-to-Spine
When standing near your opponent's head, tap ↑, ↓, P

Porn Pretzel
When standing near your opponent's side, tap ↑, ↓, TU

Swivel-Mount Punches
When standing near your opponent's side, tap →, ←, →, TU

COMIN' TOP ROPE

Note: Perform this move off the top rope.

FINISHER

Money Shot
When your opponent is on the ground and his health meter is in the red, tap (K P)

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

Russian Leg-Sweep
Tap →, P

Rolling Prawn-Hold
Tap →, K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Inverted Atomic Drop
Tap →, →, TU

Samoan Drop
Tap →, ↓, K

Backbreaker
Tap →, K

Hanging Brainbuster
Tap →, ↓, ←, TU

TRADEMARK

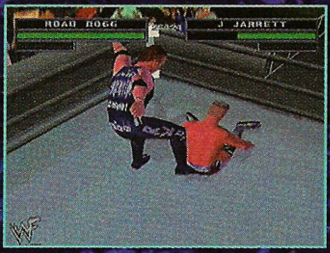
Pornplex
When your opponent's health meter is in the yellow, tap →, P

ROAD DOGG

READY MOVES

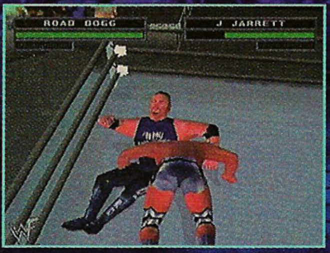
Note: Perform these moves when in close to and facing your opponent.

Spinal Tap



Tap ↑, ↓, P

DDT



Tap →, ←, TU

Vertical Suplex
Tap →, ↓, K or ←, ↓, K

Road Dogg Pose
Tap (K TU)

Drop Toe-Hold
Tap →, ←, K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Vertical Suplex
Tap →, ↓, K or ←, ↓, K

Piledriver
Tap →, ↑, ←, TU

Inverted Atomic Drop
Tap →, P or ←, P

Neck Breaker
Tap →, K or ←, K

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

Russian Leg-Sweep
Tap →, P or ←, P

FINISHER

Stretch Armstrong
When your opponent's health meter is in the red, tap →, ←, K

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

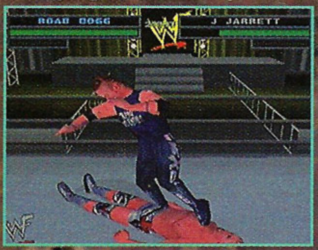
Groin Punch
When near your opponent's feet, tap ↑, ↓, K

Texas Cloverleaf
When near your opponent's feet, tap →, ←, ←, K

Neck Whip
When near your opponent's head, tap ↑, ↓, P

TRADEMARK

Crazylegs Knee-Drop



When near your opponent's side and his health meter is in the yellow, tap →, ←, TU

CHARGING ATTACKS

Note: Perform these moves while running toward your opponent.

Drop Kick
Tap K

Running Head-Scissors
Tap TU

COMIN' TOP ROPE

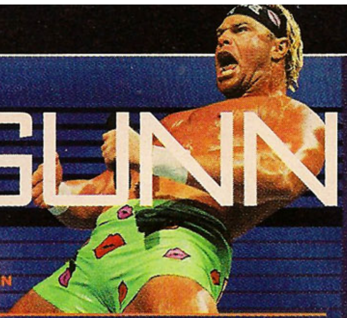
Note: Perform this move off the top rope.

Drop Kick
When your opponent is standing, tap (P TU)

TURNBUCKLE ATTACK

Note: Perform this move when your opponent is stunned in a corner turnbuckle.

Swinging DDT
Tap ↑, ↓, K

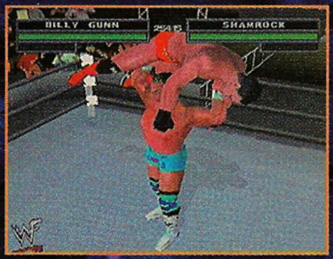


BAD ASS BILLY GUNN

READY MOVES

Note: Perform these moves when in close to and facing your opponent.

Gorilla Press-Slam



Tap →, ←, →, P

FINISHER

Fame Asser

When your opponent's health meter is in the red, tap →, ←, ↓, P

Drop Toe-Hold

Tap →, ↓, K or ←, ↓, K

Fisherman Suplex

Tap ↑, ↓, P

Pose

Tap (K TU)

Sidewalk Slam

Tap →, ↓, P or ←, ↓, P

Running Knee Hit

Tap →, ↑, P or ←, ↑, P

RUNNING OPPONENT

Note: Perform this move while your opponent is running at you.

Power Slam

Tap TU

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

Reverse DDT

Tap →, TU or ←, TU

Sleeper

Tap →, P or ←, P

School-Boy Pin

Tap →, K or ←, K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Hanging Vertical Suplex

Tap ↑, ↓, K

Hanging Power Slam

Tap ↑, ↓, TU

Bulldog

Tap →, TU or ←, TU

Inverted Atomic Drop

Tap →, P or ←, P

Neckbreaker

Tap →, K or ←, K

GROUND ATTACKS

Note: Perform these moves when your opponent is on the ground.

Knee Drop

When near your opponent's side, tap ↑, ↓, TU

Neck Whip

When near your opponent's head, tap ↑, ↓, P

Step Over Toe-Hold

When near your opponent's feet, tap ↑, ↑, K

TURNBUCKLE ATTACKS

Note: Perform these moves when your opponent is stunned in a corner turnbuckle.

Overhead Press

Tap ↑, ↑, P

TRADEMARK

Ass Kisser

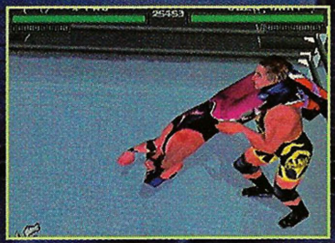
When your opponent's health meter is in the yellow, tap ↑, ↑, K

X-PAC

READY MOVES

Note: Perform these moves when in close to and facing your opponent.

Hurricanrana



Tap →, ↑, P

Running-Knee Hit

Tap →, ↓, P

Vertical Suplex

Tap →, ↑, K

Pose

Tap (K TU)

Leg Drag

Tap →, ↓, K

FINISHER

X-Factor

When your opponent's health meter is in the red, tap ↑, ↓, P

COMIN' TOP ROPE

Note: Perform these moves off the top rope.

Hurricanrana

When your opponent is standing, tap (TU BLK)

Shooting-Star Press

When your opponent is on the ground, tap (K P)

JACKED IN THE BACK

Note: Perform these moves from the behind tie-up position.

German Suplex

Tap →, TU

Sleeper

Tap →, P

Victory Roll

Tap →, K

RUNNING OPPONENT

Note: Perform this move while your opponent is running at you.

X-Pac Leg Closeline

Tap K

CHARGING ATTACKS

Note: Perform these moves while running toward your opponent.

Quick Leg-Drop

When your opponent is on the ground, tap K

Cross Body-Block

Tap K

TIE-UP MOVES

Note: Perform these moves when you're in the tie-up position with your opponent.

Bulldog

Tap →, TU

Leg Stretch

Tap →, K

Three-Knee Combo

Tap →, P

GROUND ATTACKS

Note: Perform these moves while standing over a downed opponent.

Front-Face Lock

When near your opponent's head, tap ↑, ↓, P

Fist-to-Groin

When near your opponent's feet, tap ↑, ↓, K

TURNBUCKLE ATTACKS

Note: Perform these moves when your opponent is stunned in a corner turnbuckle.

Kick Combo

Tap →, ←, P

TRADEMARK

Bronco Buster

When your opponent's health meter is in the yellow, tap ↑, ↓, P

Submit your hottest S.W.A.T.Pro tips! Each month, the reader with the winning tip will receive a product from Capcom, which features such high-quality games as Street Fighter Alpha 3 for the PlayStation!

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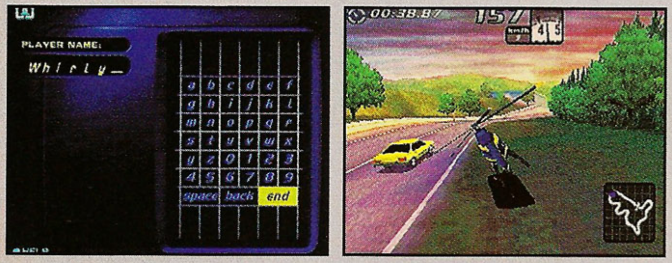
Please include your name, address, and phone number so we can award you your prize.

READER TIP OF THE MONTH

PlayStation

Need for Speed: High Stakes

Hidden Cars, Dashboard View, and Heavy Car


PLAYER NAME:
Whirly_
a b c d e f
g h i j k l
m n o p q r
s t u v w x
y z 0 1 2 3
4 5 6 7 8 9
space back end
00:38.87
157

Hidden Cars: At the Game Setup screen, enter the Game Options, then go into User Name. Enter the following player names to activate these cheats. The hidden cars will be added to the regular lineup at the Car Select screen.

Phantom Car:	`FLASH`
Titan Hot Rod:	`HOTROD`
Helicopter:	`WHIRLY`

Note: The helicopter can be raced only in Test Drive mode.

Dashboard View: Highlight any car that you want to race at the Car Select screen, then **press Start** to start the race. Immediately after you press Start, **simultaneously press and hold Up, △, and × until the race begins**.

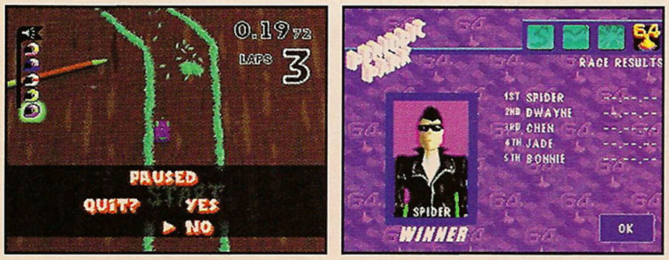
Heavy Car: Highlight any car that you want to race at the Car Select screen, then **press Start** to start the race. Immediately after you press Start, **simultaneously press and hold Left, □, and ○ until the race begins**. Once the race begins, try ramming other cars!

Patrick Cox
Honea Park, SC

Nintendo 64

Micro Machines 64 Turbo

Win Every Race

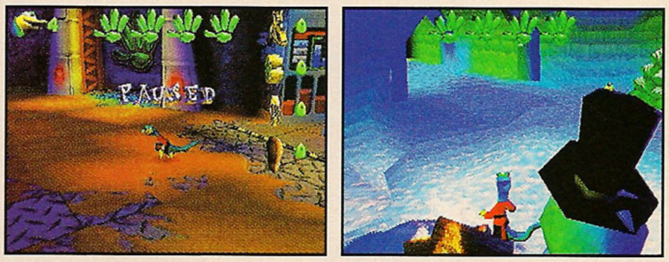

0.19 72
LAPS 3
PAUSED
QUIT? YES
▶ NO
RACE RESULTS
1ST SPIDER
2ND DWAYNE
3RD CHEN
4TH JADE
5TH BONNIE
SPIDER
WINNER
OK

Pause the game and **press left-C, Up, Down, Down, left-C, right-C, right-C, top-C, bottom-C**. Unpause the game and **simultaneously press Z and bottom-C** to automatically win the race.

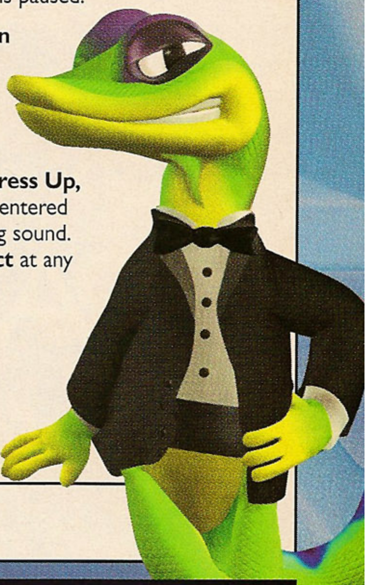
PlayStation

Gex 3: Deep Cover Gecko

Invincibility, Level Select, and Random Quotes



Enter the following codes while the game is paused:



Invincibility: Press and hold L2 and then press Down, Up, Left, Left, △, Right, Down. If you entered the code correctly, you'll hear a confirming sound. Unpause the game and Gex is invincible.

Debug Menu: Press and hold L2 and press Up, ○, Right, Up, Left, Right, Down. If you entered the code correctly, you'll hear a confirming sound. To bring up the Debug Menu, **press Select** at any time during game play.

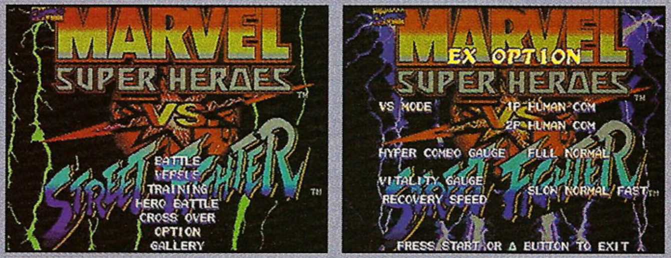
Random Quotes: Press and hold L2, then press Down, Right, Left, ○, Up, Right. If you entered the code correctly, you'll hear a confirming sound. Unpause the game and **press Select** at any time for Gex to make a comment.

Brandon Evans
Fort Worth, TX

PlayStation

Marvel Super Heroes vs. Street Fighter

Ex Option


MARVEL SUPER HEROES VS STREET FIGHTER
BATTLE
VERSUS
TRAINING
HERO BATTLE
CROSS OVER
OPTION
GALLERY
EX OPTION
VS MODE
1P HUMAN COM
2P HUMAN COM
HYPER COMBO GAUGE
FULL NORMAL
VITALITY GAUGE RECOVERY SPEED
SLOW NORMAL FAST
PRESS START OR △ BUTTON TO EXIT

At the title screen, highlight Option and quickly **press R1, ○, Left, △, △.** If you entered the code correctly, you'll access a hidden Ex option, with such options as life recovery and unlimited custom combo gauge.

Mike Hoffman
Gibsonia, PA

PlayStation

Command & Conquer Red Alert: Retaliation

Chronoshift, Full Map, and More

OPTIONS
TEAM X

Press △ at any time during gameplay to enter the Options Icon. Enter the following button presses to activate these cheats:

Change Ore into Civilians: Highlight □ and **press** ○, highlight × and **press** ○, highlight □ and **press** ○, highlight × and **press** ○, highlight □ and **press** ○, highlight × and **press** ○.

Chronoshift: Highlight □ and **press** ○, highlight ○ and **press** ○, highlight △ and **press** ○, highlight × and **press** ○, highlight ○ and **press** ○, highlight ○ and **press** ○.

Civilians Have Names: Highlight □ and **press** ○, highlight □ and **press** ○, highlight ○ and **press** ○, highlight ○ and **press** ○, highlight △ and **press** ○, and highlight △ and **press** ○.

Full Map: Highlight △ and **press** ○, highlight △, highlight × and **press** ○, highlight ○ and **press** ○, highlight △ and **press** ○, and highlight □ and **press** ○.

Invulnerability: Highlight □ and **press** ○, highlight × and **press** ○, highlight ○ and **press** ○, highlight × and **press** ○, highlight △ and **press** ○, and highlight △ and **press** ○.

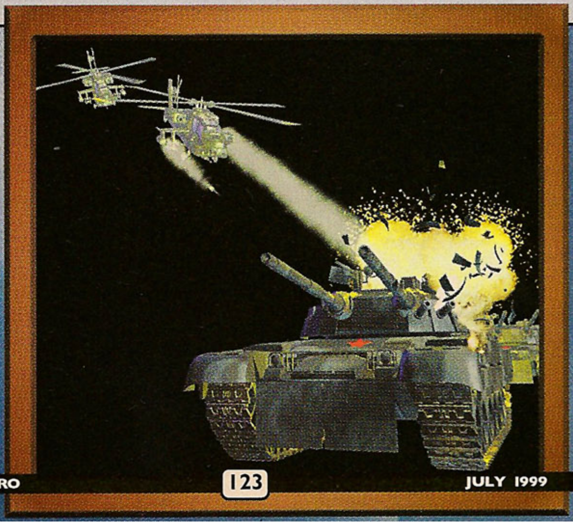
Lose Current Mission: Highlight ○ and **press** ○, highlight × and **press** ○, highlight ○ and **press** ○, highlight □ and **press** ○, highlight □ and **press** ○, highlight × and **press** ○.

More Money: Highlight × and **press** ○, highlight × and **press** ○, highlight □ and **press** ○, highlight ○ and **press** ○, highlight ○ and **press** ○, highlight ○ and **press** ○.

Nuclear Attack: Highlight ○ and **press** ○, highlight × and **press** ○, highlight ○, highlight ○ and **press** ○, highlight × and **press** ○, highlight □ and **press** ○.

Parabomb: Highlight × and **press** ○, highlight × and **press** ○, highlight × and **press** ○, highlight ○ and **press** ○, highlight △ and **press** ○, highlight □ and **press** ○.

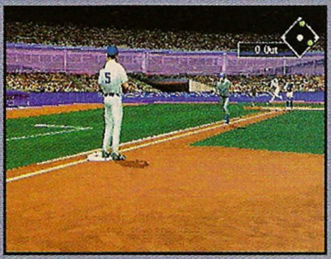
Win Current Mission: Highlight ○ and **press** ○, highlight ○ and **press** ○, highlight △ and **press** ○, highlight × and **press** ○, highlight × and **press** ○, highlight □ and **press** ○.

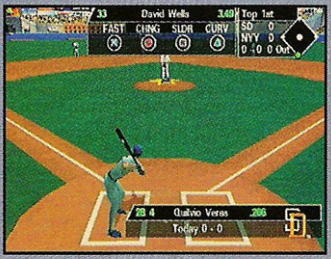


PlayStation

Triple Play 2000

Automatic Home Run and Strikeout





Automatic Home Run: While standing at the plate, **simultaneously press and hold R1, R2, L1, L2, and press △, □, △, ○, ×, □, Left, Right**. If you entered the code correctly, you should hear a click. When you hit the ball, it'll be a home run.

Automatic Strikeout: While standing on the mound, pitching, **simultaneously press and hold L1, R1, L2, R2, and press Up, Down, △, □, ○, ×, □**. When you throw the ball, you'll automatically pitch a strike.

Patrick Cox
Honea Path, SC

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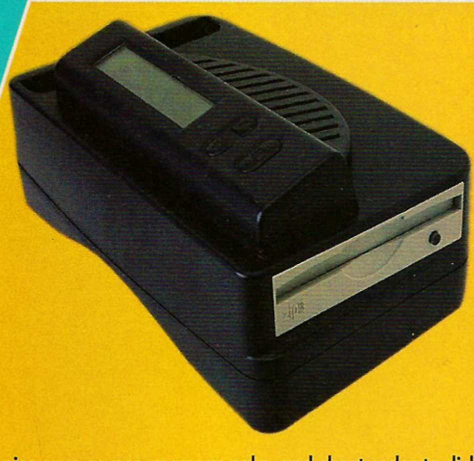

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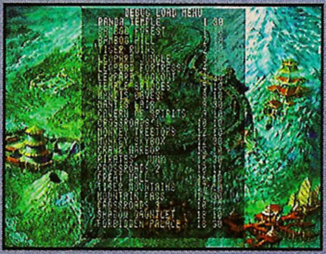
PlayStation

T'ai Fu: Wrath of the Tiger

Debug Menu, Nine Lives, Invincibility, and More

BAMBOO FOREST



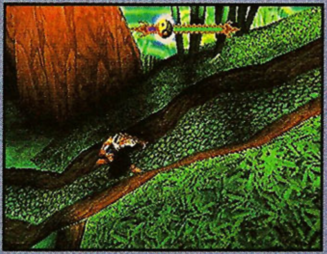
Finish the first stage, Bamboo Temple (Training Stage), and at the map screen, enter any of the following codes to activate these cheats:

Enable Cheats: **Quickly press R2, △, R2, △, ○, Down, □.**

Enable Map Screen Cheats: After entering the Enable Cheats code, **quickly press R2, △, R2, △, ○, Down, □.**

Debug Load Menu: After entering the Enable Map Screen Cheats code, **quickly press R2, △, R2, △, ○, □, Down, △, Up, Right, Left, Down, Up, L1.** If you entered the code correctly, you will be given access to a debug menu.

Watch the Credits: After entering the Enable Map Screen Cheats code, **quickly press R2, △, R2, △, Down, □, ○, △, Up, Down, Left, Right, Up, R1** to watch the game's end credits.



Enter the following cheats during gameplay and not while the game is paused:

Enable Cheats: **Quickly press R2, △, R2, △, ○, ×, □.**

Note: You must enter the "Enable Cheats" code listed above in order for the following cheats to work.

Crazy Blood: **Quickly press R2, △, R2, Right, Left, Right.**

Double-Size Enemies: **Quickly press R2, △, R2, Left, Right, Up.**

Half-Size Enemies: **Quickly press R2, △, R2, Left, Right, Down.**

Invincibility: **Quickly press R2, △, R2, Left, Right, R2.**

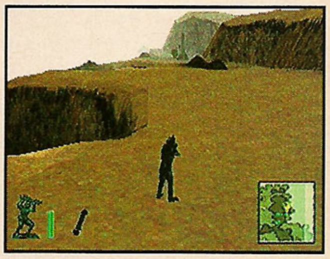
Nine Lives: **Quickly press R2, △, R2, Left, Right, ×.**

PlayStation

Army Men 3D

All Weapons and Unlimited Ammo

SELECT
MISSION PAUSED
RESUME
MISSION BRIEFING
AUDIO
QUIT



Pause the game and quickly **press □, ○, R1, L1, simultaneously press R1 and R2.** If you entered the code correctly, "Power Up" will appear onscreen. Unpause the game and Sarge (your character) will have all weapons loaded with unlimited ammunition.

Note: You must re-enter this code each time you enter a new level or if you are killed.

PlayStation

Rampage 2: Universal Tour

Hidden Monsters

RAMPAGE 2
PRESS START

START GAME
SAVED GAMES
PASSWORD
OPTIONS
SELECT
BACK

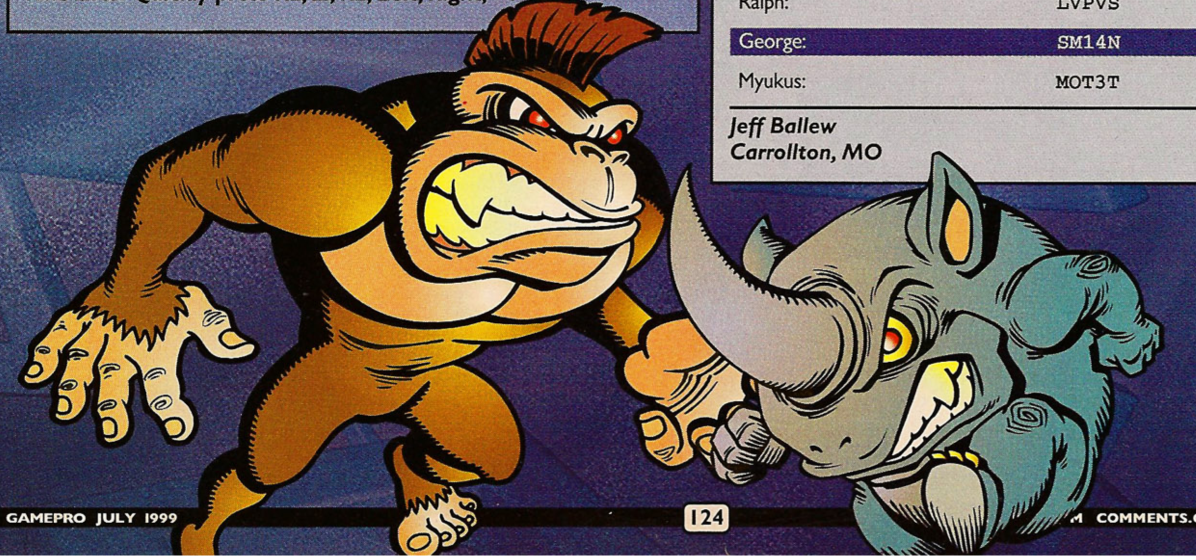
PASSWORD
B B B B B
SELECT
EXIT
BACK

SELECT
BACK

At the title screen, **press Start**, then go into the Password option. Enter the following passwords to play as these hidden monsters:

Lizzie:	S4VRS
Ralph:	LVPVS
George:	SM14N
Myukus:	MOT3T

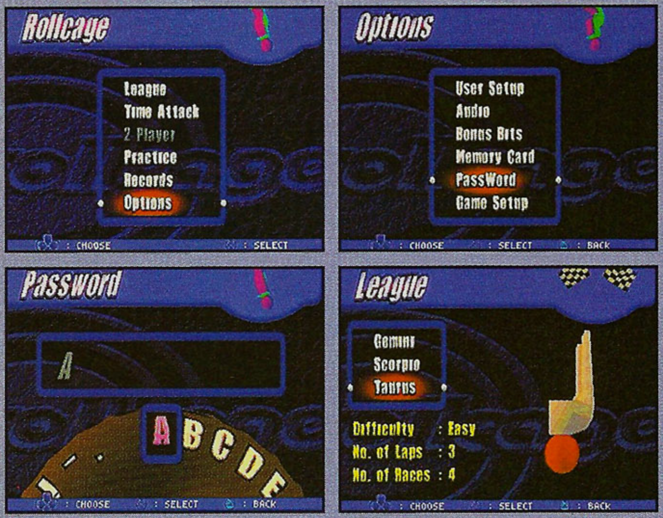
Jeff Ballew
Carrollton, MO



PlayStation

Rollcage

Password Cheats


Rollcage
League
Time Attack
2 Player
Practice
Records
Options
CHOOSE
SELECT
Options
User Setup
Audio
Bonus Bits
Memory Card
PassWord
Game Setup
CHOOSE
SELECT
BACK
Password
A
ABCDE
CHOOSE
SELECT
BACK
League
Gemini
Scorpio
Taurus
Difficulty : Easy
No. of Laps : 3
No. of Races : 4
CHOOSE
SELECT
BACK

From the main menu, enter the Options, then go into Password. Enter any of the following passwords to activate these cheats.

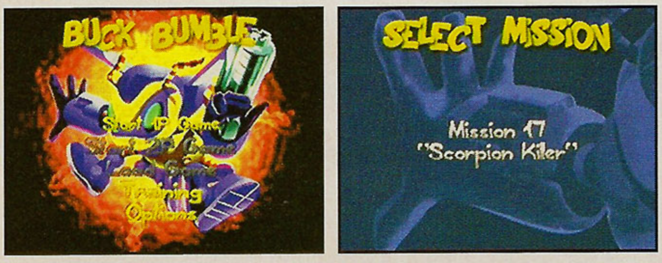
All Leagues and Mirror Tracks:	MAXCHEAT
All Easy Tracks: *Note: Make sure you choose the Easy difficulty setting.*	EEFNIEBA
All Hard Tracks: *Note: Make sure you chose the Hard difficulty setting.*	EEFPHMBC
All Expert Tracks: *Note: Make sure you choose the Expert difficulty setting.*	HEMPCMDD
All Expert Tracks and an Extra Car, All Deathmatch Modes, and Mirror Tracks:	HHMPNEED
Air Horn: *Note:* ***Press Select*** *to honk the horn during a race.*	AIRHORNS
See the Testers' Best Lap Times:	BESTLAPS

Buck Bumble

Nintendo 64

Buck Bumble

Select Mission


BUCK BUMBLE
Start 1P Game
Start 2P Game
Load Game
Training
Options
SELECT MISSION
Mission 47
"Scorpion Kiler"

At the title screen, **press and hold Z, then press Right, Down, Down, Right. Release Z** and **press Right, Up, Down, Left, Left, Up, Right, Right**. If you entered the code correctly, a Select Mission screen will appear.

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Dreamcast

Marvel vs. Capcom*

Hidden Fighters

SELECT
YOUR HEROES!

MODE SELECT
SELECT
YOUR HEROES!
ROLL

At the Select Your Heroes! screen, enter any of the following codes to play as these hidden fighters. The codes are the same for both players.

Play as Gold Hulk: Put the cursor on Chun-Li and **press Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up**. If you entered the code correctly, you should land on a new box above Ryu. Put the cursor on this new box, then **press any Punch or Kick button** to play as Gold Hulk.

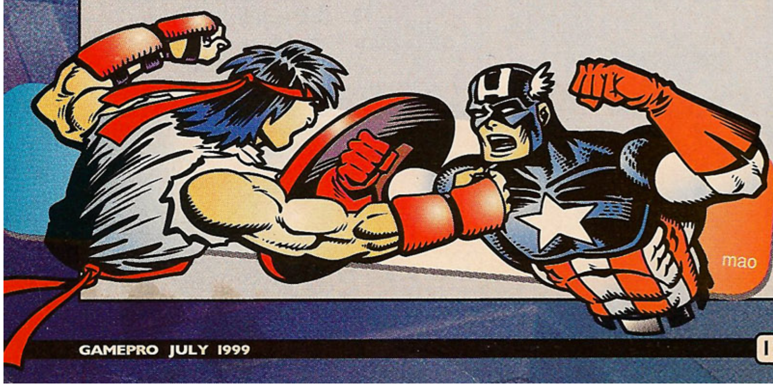
Play as Gold War Machine: Put the cursor on Zangief and **press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up**. If you entered the code correctly, you should land on a box above Zangief. Put the cursor on this new box, then **press any Punch or Kick button** to play as Gold War Machine.

Play as Morrigan/Lilith: Put the cursor on Zangief and **press Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down.** If you entered the code correctly, you should land on a new box under War Machine. Put the cursor on this new box, then **press any Punch or Kick button** to play as Morrigan/Lilith.

Play as Red Venom: Put the cursor on Chun-Li and **press Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Up**. If you entered the code correctly, you should land on a new box above Chun-Li. Put the cursor on this new box, then **press any Punch of Kick button** to play as Red Venom.

Play as Roll: Put the cursor on Zangief and **press Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right**. If you entered the code correctly, you should land on a new box to the right of Mega Man. Put the cursor on this new box, then **press any Punch or Kick button** to play as Mega Man's little friend, Roll.

Play as Shadow Lady: Put the cursor on Morrigan and **press Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right, Up, Up, Left, Left, Down, Down, Down, Down, Down**. If you entered the code correctly, you will land on a new box under Gambit. Put the cursor on this new box, then **press any Punch or Kick button** to play as Shadow Lady.



Select Your Special Partner

SELECT
SPECIAL PARTNER
SPECIAL PARTNER
YOUR HEROES!

NEW HERO
NEW HERO
CAPTAIN COMMANDO
CAPTAIN AMERICA

After selecting your second character, quickly enter the following button presses to select your Special Partner manually:

Anita: Press and hold Start, then simultaneously press and hold LP, MP, and HP.

Arthur: Press and hold Start, then simultaneously press and hold LP and MP.

Colossus: Press and hold Start, then simultaneously press and hold LP, MP, and MK.

Cyclops: Press and hold Start, then simultaneously press and hold LP, LK, and MP.

Devilot: Press and hold Start, then simultaneously press and hold MP and HP.

Iceman: Press and hold Start, then simultaneously press and hold MP and MK.

Jubilee: Press and hold Start, then simultaneously press and hold LK, MP, and HP.

Juggernaut: Press and hold Start, then simultaneously press and hold LP and MK.

Lou: Press and hold Start, then press and hold MP.

Magneto: Press and hold Start, then simultaneously press and hold LK and HP.

Michelle Heart: Press and hold Start, then simultaneously press and hold LP and LK.

Psylocke: Press and hold Start, then press and hold MK.

Pure and Fur: Press and hold Start, then press and hold LK.

Rogue: Press and hold Start, then simultaneously press and hold LP, MP, HP, and LK.

Saki: Press and hold Start, then press and hold HP.

Sentinel (Hidden Character): Press and hold Start, then simultaneously press and hold MP, MK, and HP.

Shadow (Hidden Character): Press and hold Start, then simultaneously press and hold LP, MK, and HP.

Storm: Press and hold Start, then simultaneously press and hold LP, LK, and HP.

Thor: Press and hold Start, then simultaneously press and hold LK and MP.

Ton-Pu: Press and hold Start, then simultaneously press and hold LP and HP.

Unknown Soldier: Press and hold Start, then press and hold LP.

U.S. Agent: Press and hold Start, then simultaneously press and hold MK and HP.

** Note: These codes worked on the Japanese version of the game, but they may change for the U.S. release.*

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1. Star Wars Episode I: Racer
2. Super Smash Bros.
3. Vigilante 8
4. All-Star Baseball 2000
5. Rampage 2: Universal Tour
6. Fighting Force 64
7. Superman 64
8. A Bug's Life
9. Beetle Adventure Racing
10. Ken Griffey Jr.'s Slugfest
11. Mario Party
12. Triple Play 2000
13. South Park
14. Chameleon Twist 2
15. Snowboard Kids 2
16. BattleTanx
17. California Speed
18. Castlevania
19. Micro Machines 64 Turbo
20. WCW Nitro

PlayStation

1. WWF Attitude
2. Need for Speed: High Stakes
3. 3Xtreme
4. Ridge Racer Type 4
5. Syphon Filter
6. Triple Play 2000
7. MLB 2000
8. Centipede
9. Bloody Roar 2
10. Grand Theft Auto: Director's Cut
11. Army Men 3D
12. Rampage 2: Universal Tour
13. Ehrgeiz
14. Street Fighter Alpha 3
15. Silent Hill
16. Gex 3: Deep Cover Gecko
17. Star Ocean: The Second Story
18. Street Sk8er
19. Legend of Legaia
20. Castrol Honda Superbike Racing

Scary Larry's Can't Miss List

Whew! What's up with this heat? I hate heat! I love winters! Here are 10 games that keep me going as I keep chilly in the comfort of my air-conditioned living room.

1. Star Wars Episode I: Racer *(Nintendo 64)*
2. WWF Attitude *(PlayStation)*
3. Super Smash Bros. *(Nintendo 64)*
4. Croc 2 *(PlayStation)*
5. Quake II *(Nintendo 64)*
6. Bloody Roar 2 *(PlayStation)*
7. 3Xtreme *(PlayStation)*
8. All-Star Baseball 2000 *(Nintendo 64)*
9. Star Wars Episode I: The Phantom Menace *(PlayStation)*
10. Mario Party *(Nintendo 64)*

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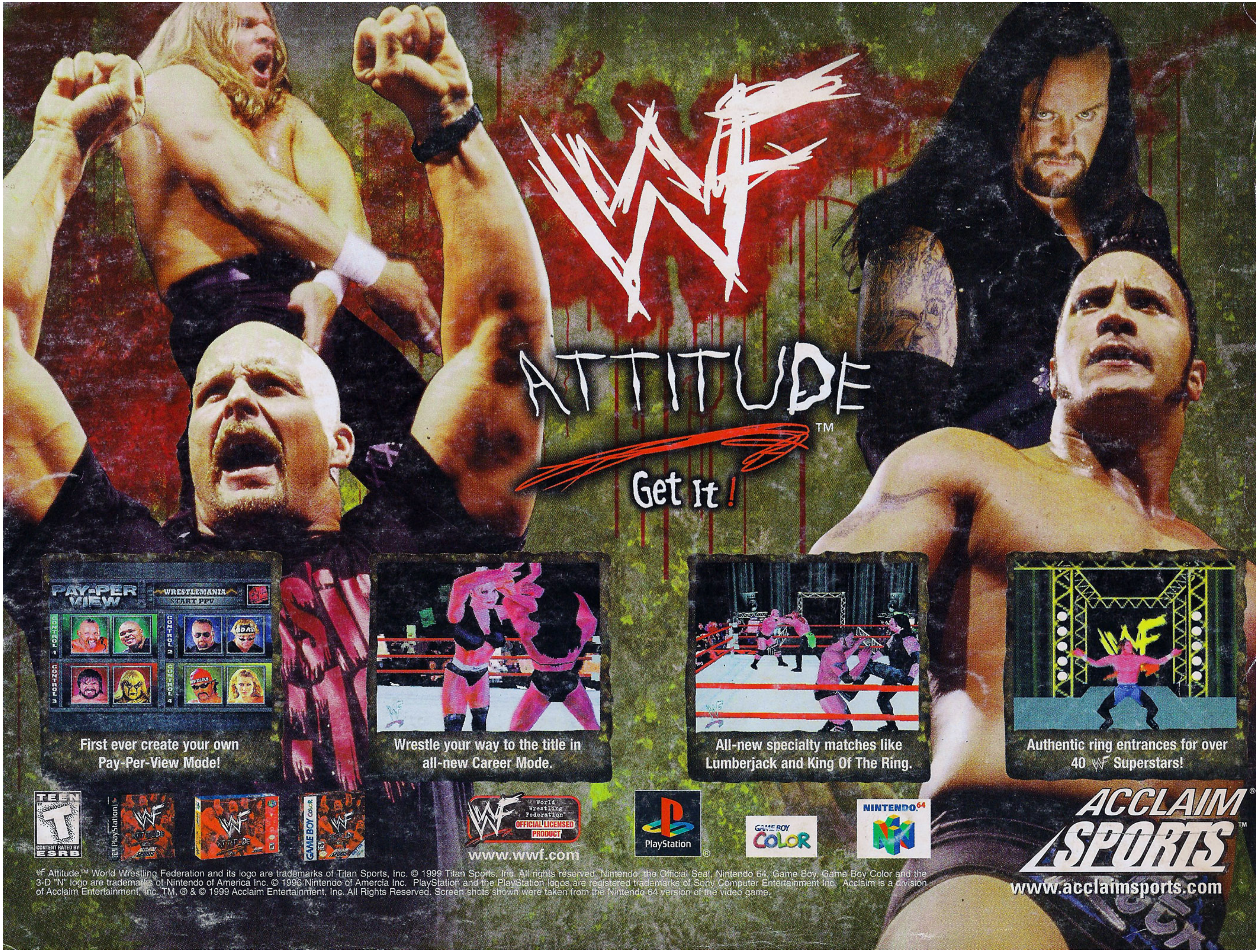
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